E3 KINGS: MEAN MACHINES HAS THE FIRST SHOW REPORT

MEAN MACHINES SEGA

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SONIC 3D
MEGADRIVE MARVEL!

SONIC X-TREME
SATURN SCORCHER!

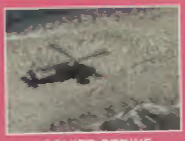
LOADED
FIRST REVIEW!

SPECIAL SONIC ISSUE!

BUG TOO SUPERFLY TNT!

E3!

INTO THE SHADOWS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Bikes, chains, clubs & brains

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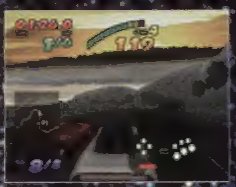
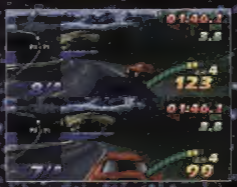
Head-to-head, supercar power





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The most eagerly awoited Megadrive game of the year is finally revealed by the best people for the job. Well, us actually. We also get an exclusive sneak look at the Saturn Sonic, namely, Sonic Extreme. Wow!

MEAN MACHINES EXCLUSIVE

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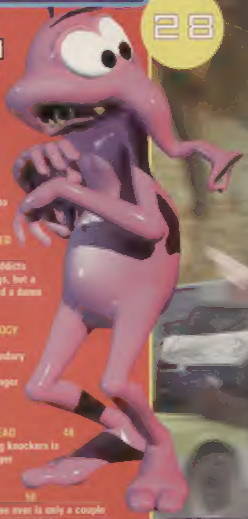

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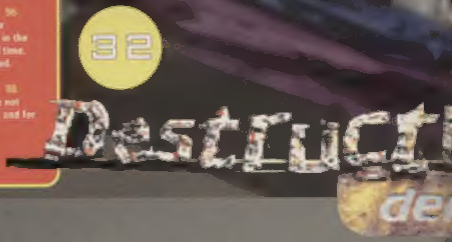

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I am liking your mug, ya! Ist very gooden topen. I am liking za way you British vimmin shaven da armpits. Ya?

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Gremlin get tooled up with the psychopathic and nutters locked in the high security prison on the planet RAULF. Wherever that is.

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BAKU BAKU (exclusive) 78 EXCLUSIVE!
You can pick your jaws up from off the floor. We actually have another Game Gear review! Two in two months. Unbelievable.

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EDITORIAL

LETTER FROM AMERICA

I am knackered. I got back from the E3 show and came straight into work to give you the show report and write this. It was well worth it, as the Los Angeles event was an explosion of Sega software, and the defining moment in the 'fightback' against Sony. There clearly is a 'Big 3' in games now – Sega, Sony and Nintendo. The opinion of many at the show is that Sega has the best software line-up of the three. The doubts about Saturn hardware are dispelled by NIGHTS and Sonic X-treme, the problem of price has evaporated, and no other console will offer NETWORK GAMING this year. Also, Nintendo 64 didn't blow everyone away. Yes, Mario is magnificent, but neither it nor the other less impressive titles delivered the 'Project Reality' Silicon Graphics hype of the last couple of years. Playstation had some nice titles, but the look of Wipeout 2 shows that its technical limits are already being reached. Plus, where, apart from Psygnosis' sequel, are the surefire hits coming from on PSX? It's a lottery. Contrast that with the HMV buyers – beaming at NIGHTS, Virtua Cop 2, Sonic X-treme, Virtual On and Fighting Vipers.

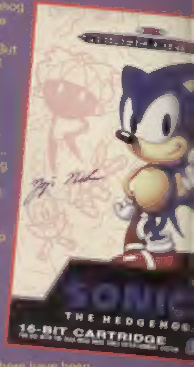
Gus

SONIC GIVEAWAY!

To celebrate the long-awaited return of Sonic the Hedgehog, and the budget-price re-release of Sonic the Hedgehog 2 and Sonic & Knuckles, we've blagged a ton of smart Sonic goodies from Fortress Sega. But this isn't just the usual load of old cobblers you usually see chucked out on these pages. Well, most of it is, but there's some decent stuff as well. Here's the swag up for grabs:

Our lucky winner will receive...
A copy of Sonic the Hedgehog with a sleeve autographed by Yuji Naka, the game's creator.
A Sonic & Knuckles denim jacket.
A Sonic & Knuckles Quickwap disposable camera.
A Sonic 2 t-shirt.

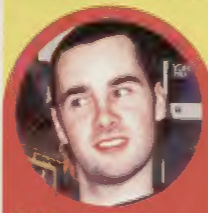
Four runners-up will each receive a Sonic 2 t-shirt.



To be in with a chance of winning simply tell us how many different Sonic games there have been. The answer's somewhere in the mag. Put your answer on the back of a postcard or sealed envelope and post it to HOGWASH at the editorial address. Five winners will be picked out of the hat on Tuesday 16 July.

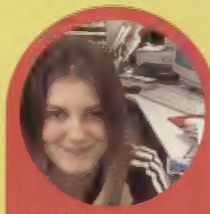
TOODLE-PIP!

This is a sad and sombre time at MEAN MACHINES HQ, for we bid a fond farewell to our two apprentices. Having learned their trade, Lucy and Steve are flying the nest...



GUS

Angus has been hob-nobbing with the hoi polloi at the E3 show in the US. If the groggy telephone calls from plush hotel rooms at all hours are anything to go by, it's all been a bit of an ordeal – shopping at Beverly Hills, supping wine at top restaurants, and receiving the hospitality of the games industry's movers and shakers. "It's a dirty job," he sighs across a crackly telephone line, "but someone's got to do it." We anticipate some degree of culture shock upon his return – shopping at Kwik Save, supping Pepsi Max at Mr Sandwich and blagging a Sonic t-shirt next time he goes to Sega just won't be the same.



CLAIRE

Claire's also been abroad – a little sojourn to Belgium was the highlight of the month for an art editor eager to sample the cultural delights our European cousins have to offer. "Actually, I was after some cheap booze," she claims. "And some chocolate, of course." Although she returned with copious quantities of 'Hoegaarden Witbier – Biere blanche', the chocolate turned out to be a bit of a disaster. "We left the chocolate teddy bear lollies on the back seat of the car, and by the time we got back to London they'd all melted. By the time I gave them to everyone they looked a bit like chocolate lasagne!" Yum.

MARCUS

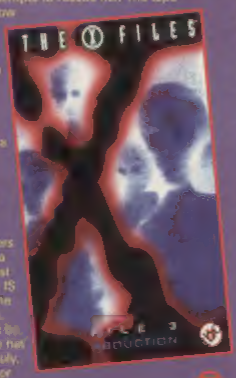
For Marcus, this month has brought the dubious delights of deputising for his absent leader. "Smart, I thought – I get the chance to reap the enormous benefits that Gus enjoys when he's in charge." Marcus's mind filled with thoughts of parcels bearing mountains of free software, offers of exotic holidays in sunny climes, and all the wonderful knick-knacks that clutter his desk. "What I'd forgotten," he grumbles, emerging from a desk piled high with unfinished business, "is that all the people that dole out the freebies have gone to E3 as well." Doh!

X FILES FREEBIES!

20th Century Fox have just released Abduction, a special edition X Files video that compiles the season two episodes Duane Barry, Ascension and One Breath into a feature length story running at well over two hours. Scully is kidnapped by a deranged former FBI agent, and ultimately taken into space as the prisoner of sinister aliens. Mulder determines to prove she is alive, and finds corruption in the most unexpected places when he attempts to rescue her. The tape is on sale now at £13.99, but we have five to give away to the lucky winners of our competition. To be in with a chance tell us...

What are Agents Scully and Mulder's first names?

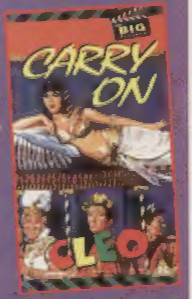
Put your answers on the back of a postcard and post it to: THE TRUTH IS OUT THERE at the editorial address. Five winners will be picked out of the hat on Tuesday 16 July. You must be 15 or over to enter.



CARRY ON BLAG!

To complete this month's hat-trick of 'We're too good to you'-style giveaways, we've been on to the bods at Warner Home Video who have bunged us two sets of their new Carry On tapes. The classic Carry On Cabby, Carry On Cleo, Carry On Cowboy and Carry On Screaming are all released at a budget price on 24th June, but we've got sets of all four films for the two winners of our compo. To be in with a chance of winning, tell us... The names of two Carry On stars.

Put your answers on the back of a postcard or sealed envelope and post it to FRYING TONIGHT! at the editorial address. Two winners will be picked out of the hat on, you guessed it, Tuesday 16 July.



LUCY

Sadly, this is our Geordie gem's final issue of Mean Machines. As we wave a tearful farewell to Emap's Young Designer of the Year, we'll try to make amends for the editorial section misdemeanours she has been subjected to – the chip fat slur in issue 37, the finishing school gag in issue 38, the feline innuendo in issue 40, the fatty insult in issue 42, the Christmas party giggle in issue 43 and the joke about Newcastle in issue 44. We have, of course, assured her new employers that she is not really common, fat, greasy or licentious, but in fact very lovely indeed. Goodbye Lucy. It was fun while it lasted.

STEVE

The next rat jumping ship is none other than our own staff writer – young Master Key. Lord Emap dangled a carrot and the lad grasped the opportunity to work on the same new project as Lucy. Anyway, whereas we'll quite miss Lucy, the sooner Steve clears off the better. For one thing we won't have to make polite conversation about the ailing Waltham Abbey FC, or excuse the annoying way he mispronounces Sega as 'See-ga'. But the biggest relief will be never again enduring the way he says 'Ta-da' just before he knocks you out in VF2. Ta-da Steve – and take your bat, frogs and spider with you. Git.

DON'T MAKE ME LAUGH

BRUCE FORSYTH
Steve: 'I'm in charge' Merrett
ERIC MORCAMBE
Angus: 'You can't see the join' Swan
TOMMY TRINDER
Claire: 'You lucky people' Coulthard
CHARLIE DRAKE
Marcus: 'Hello my darlings' Hearn
RONNIE CORBETT
Lucy: 'So it's goodnight from me...' Hill
RONNIE BARKER
Steven: '... and it's goodnight from her' Key

FREELANCE COMICS
MAX WALL
Andy McVitie
MRS MERTON
Lisa Merrett
JOYCE GRENFALL
Tina Hicks

SPECIAL THANKS TO: Dorian Black at Chart-Track, Sarah Nicholas at Interaction Ideas Ltd and Sheryl Seitz at Talk Loud.

EDITORIAL WORKING MEN'S CLUB:
EMAP Images Ltd, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU
DOG AND BONE: 0171-972 6700
FAX: 0171-972 6701
PRINTING BY: Cooper Clegg
COLOUR: Sarah-Jane Leavey and Sarah Best
DISTRIBUTION: BBC Frontline
PRINTED IN THE UK
© EMAP Images 1996

COVER: Sonic 3D by Sega. No, honest.

IMPORTANT: This issue's competition entries must reach us by Tuesday 16 July.

SUBSCRIPTION & BACK ISSUE ENQUIRIES
TOWER PUBLISHING
TOWER HOUSE
SOVEREIGN PARK
LATHKILL ST
MARKET HARBORO
LEICESTER
LE16 9EF
TEL: 01858-468888

SUBSCRIPTION RATES (12 ISSUES INC P&P)
United Kingdom and BFPO: £30.00
Overseas Surface Mail: £36.00
Airmail Europe and Eire: £42.00
Airmail Zones 1 & 2: £50.00
Airmail Zone 2: £60.00

Back issues UK: £3.50 each
Back issues, rest of world: £4.00 each

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COMPETITION RULES
Employees and suppliers of EMAP IMAGES and their relatives are not eligible for competitions. There is no cash alternative for any of the prizes on offer. And you can forget those multiple entries too, fella!

MEAN MACHINES SEGA use Dolby Surround Sound to test out all featured software.

DOLBY SURROUND

NEWS

SEGA SPINY AT E3

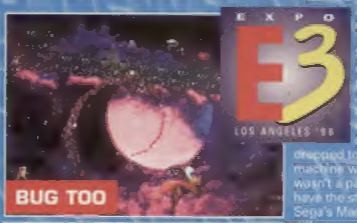
Sega put in an impressive performance at the massive E3 Electronic Entertainment Expo show in Los Angeles in late May. Although we would be libelled biased, MEAN MACHINES was heartened by the way Sega put Saturn forward as the most diverse next generation platform, and dealt with the tricky situation of Sony dropping the Playstation price to $199.

The shock move came on Thursday evening at Sony's party. The response from Sega was swift. Apparently a conference of the highest personnel from both Sega of America and Sega Japan decided to match the price drop by bringing Saturn down below $200.

After the party, Sega UK took only a couple of days to reflect and bite the bullet. Saturn dropped to £199. Incredible, when only in April the machine was £299. Sega are bullish about the move – it wasn't a panic reaction to Sony, they say. "The fact is, we have the strongest software line-up, as E3 proved", states Sega's Mark Maslowicz, "we just don't want a price difference getting in the way of the real argument."

The move can only harm Nintendo's prospects in Europe, where a £250 price for the N64 (add another £70 for the Mario game) is expected. By the time it arrives, a healthy Saturn market might stifle its chances.

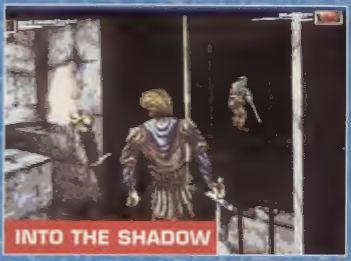
In contrast to last year, Sega had five sure-fire sellers on its stand; Sonic Xtreme, Nights, Virtua Cop 2, Fighting Vipers and Virtual On. Add to that the "back-up" prospects of Heart of Darkness, Thor, Bug Too! and Manx TT, and you have the most formidable release schedule of any video games company.



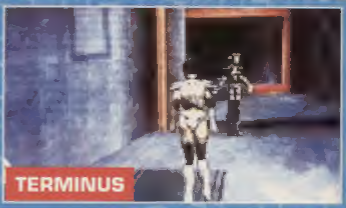
BUG TOO

SONIC X-TREME

CRYPT KILLER


INTO THE SHADOW

SACRED POOLS


TERMINUS

Our jet-lagged editor has torn himself away from Los Angeles, flying home just in time to deliver the first report on THE event of the year. The low-down on E3 – remember, you read it hear first...

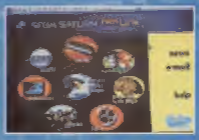
KEY

competition | new game | japan news | tipped for the top | exclusive news | film news | news update | arcade conversion | gossip | british development

FOR A FULL REPORT ON THE SHOW, TURN THE PAGE!

SEGA'S FLEXIBLE ACCESS

NET LINK
BY: SEGA
FORMAT: SATURN
RELEASE: AUTUMN
ORIGIN: JAPAN



Sega's Saturn Internet connector is no longer a rumour, but a pre-Christmas prospect. The device, which fits into the Saturn cartridge port and from there to the phone line is being launched in America by September. Surprisingly, the unit allows full-blown World Wide Web access, with none of the restrictions against 'unsuitable' web sites suggested in our December exclusive news scoop.

A representative for Aplix, a Japanese software company who developed the browser software, demonstrated the unit. The browser allows the World Wide Web to be displayed in a text and pictures format, with interestingly designed pages, rather than plain text. Sega's browser looks a lot like the popular Netscape software on PC. For Net access, the user must negotiate separate access with a 'service provider'. But it appears that Sega will also become a service provider, as it has made a commitment to providing 10 network games for the system before Christmas. Saturn owners will finally enjoy the multi-player facilities enjoyed only by PC owners.

SEGA GOES SERIOUSLY PC

VARIOUS
BY: SEGA
FORMAT: PC
RELEASE: 1996
ORIGIN: USA

Last year's Sega PC titles (Ecco, Tomcat Alley and Comix Zone) were just a dry run for Sega's true PC plan. An awesome array of PC CD-ROM titles have been announced, with near simultaneous release for some products. The other big advance is the ability to run the virtua games without an expensive acceleration card. Virtua Fighter, Virtua Cop, Sega Rally and Daytona all look the business on Pentium hardware. They'll be supported by Sonic PC (a revamp of the old Mega-CD game) Sonic & Knuckles (packaged with Sonic 3), Bug and its sequel Bug Too! plus Vectorman. Not finished—Segasoft's new titles. Three Dirty Dwarves and The Sacred Pools, Baku Baku, Panzer Dragoon, Garfield and World Series Baseball. Phew!

Sega's second wave of PC CD ROM titles are drawn from all corners of Sega's software line-up.

Sonic PC, Virtua Fighter and Panzer Dragoon all proudly represented.

WORLD IN UNION?

ACCLAIM NATION
BY: ACCLAIM
FORMAT: ALL
RELEASE: TBA
ORIGIN: GLOBAL

Acclaim's slogan of the show was 'One Nation Interactive'. Pinchy, and also linked to their Acclaim nation web site. But show sources reveal a possible other connection, much more thrilling. Apparently, Acclaim are working towards creating a network gaming system for consoles, like the emerging PC network. The 'One Nation' tag comes from the compatibility between systems—a Playstation owner can play against a Saturn or PC player. Quite how this technical feat is possible is Acclaim's best kept secret, but at least their intention is now out.

Acclaim's Alien Trilogy—surely a contender for internet re-conversion.

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SEGA

SEGA REVEALS SATURN'S SECOND GENERATION

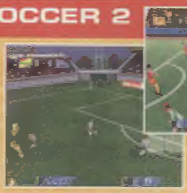
"We'll win the battle of next generation consoles by Christmas." Tom Kalinske, CEO Sega of America.

VIRTUA COP 2

A full first level of the arcade follow-up produced by AM2. The quality of graphics, at first indistinguishable from the arcade, makes this a pretty spectacular part of the autumn line-up. Cop 2 is a more varied and challenging game than the original, with twice as many enemies and set-pieces like a hilarious Starsky and Hutch-style car chase. See much more in this month's Sega Saturn Mag.

WORLDWIDE SOCCER 2

We've known about this for some months, but E3 brought into the open the fantastic new football game that more than makes amends for the rushed Victory Goal. A mixture of super smooth pitch graphics and amazing player animation make this the potent sports simulation of late 1996.



Complete with frighteningly realistic extra turf-mush option.

MR BONES

One of those Sega of America projects that obviously goes way above our European heads. Mr Bones is a skeletal figure who takes on a series of dark forces across lots of different game style levels. These feature some neat visual effects, combining hi-res renderings in the background interacting with conventional sprites in the foreground.

NIGHTS

Picked out by Sega as the de facto demonstration of Saturn's technical superiority over Playstation, Nights is the game that most developers and programmers couldn't help admire. The real attention was paid to the Sonic Team's custom controller that offers a secondary analogue ball control.

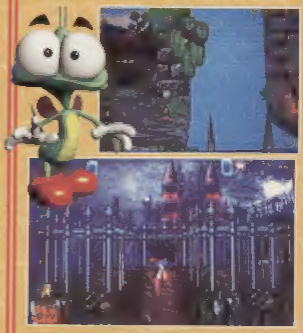
THE SACRED POOLS

Just when you thought the interactive movie was dead...along comes Sacred Pools. This is another Segasoft venture, and one which they say revolutionises adventure gaming by mixing computer graphics with video footage. At present only the vide footage was on show, and it's the usual mix of Dr. Who effects and actors without dignity. And we thought they'd learned their lesson with Double Switch.

"My agent's lined me up for a stint presenting God's Gift. No, honestly. I just do this for a laugh between jobs."

BUG TOO!

Put together by the same team that created the original Bug, Bug Too demonstrates the advance in Saturn programming, with far more lavish graphics and all manner of effects. The team (Realtime) have taken note of criticisms of Bug! (the most frequent being it was too hard). The all-new locations, including a kitschy seventies retro-den, are visited by two new insectoid heroes – Superfly and Maggot Dog. The bonus level replacing the flying sections takes game psychedelia to new levels.



MEGADRIVE

VIRTUA FIGHTER

No pictures, not even on video, but the teaser plainly shows the polygonised version of the arcade classic on the Megadrive. So many MEAN MACHINES pleas have been answered

X-WOMEN

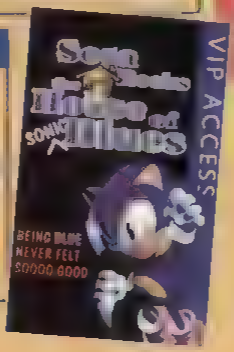
Either a wonderful or desperate idea depending on how you feel about more platform gaming in the other X-Men game vein. This time it's all femme action, as men have been struck down by a mystery virus

WORLD SERIES BASEBALL

Okay, baseball is dull, but this has some great graphics for a baseball game, with a hi-res batting perspective and fast fielding scrolling

VECTORMAN 2

Looking very like Vectorman, but with some hints towards innovations and scary new boss characters. As long as it is as playable as last year's, we'll be happy



IF YOUR GONNA WEAR PANTIES MAKE SURE THEY'RE LOADED
Gremlin INTERACTIVE
LOADED
ON PLAYSTATION AND SATURN

SCAVENGER

SMALL DEVELOPER WITH BIG IDEAS

Scavenger is an umbrella of developers well known to us for Subterrania and Red Zone on Megadrive, and projects like Amok and Scorcher for Saturn. These are still unreleased, though complete and on show at E3. Scavenger merits so much space for their remarkable number of games in development - 14 projects, all destined for Saturn.

INTO THE SHADOWS

An amazing-looking action RPG that has the most dynamic 3-D engine seen in an adventure game. The detailed hero explores a world of a beautifully drawn castle, wielding a sword against all manner of conventional adventure enemies. The apt title describes the lighting effects that shade all the polygon characters as they move from light into darkness, creating a unique environmental atmosphere.

BREAKHEAD

These shots poorly convey this interesting action game that has elements of all the best isometric exploring games from Marble Madness to Spindizzy Worlds. A convoluted plot of spherical suits and mad wizards goes to explain a seven level maze game with a very attractive control feel.

AQUA

Probably the most impressive project graphically, Aqua further blurs the distinction between rendered sequences and real-time graphics. Breathtaking underwater graphics and diver animation with light filtering down from the surface to enhance the original idea of a scuba exploration adventure set in a sunken Mayan city.

TARANTULA

A rolling demo of team Mescal's creepy-crawly adventure demonstrated the immense promise Tarantula has. The pictures here are real-time game shots, as you control a deadly spider out to save her spiderlings after a rat runs off with the egg sack. The mundane interior of the Desert Rose Deli in Texas provides the backdrop to a miniature drama in nature.

TERRANULE

Scavenger's curious 'Fetish' based title is next most completed to Scorcher and Amok. Set in a near future world of technocrats and dark entities, you play a bio-disciple out to restore global balance. Wearing tight fitting rubber clothing seems to be essential to this end. Terminus has two distinct phases so far, one exploring 3-D cities, the other riding through impressive 3-D tunnels and conduits.

"Our Saturn developments have ten times more character polygons than our PC stuff."
Daniel Small, Scavenger.

ANGEL

Angel is the closest Scavenger have come to a platform blaster, and the early playable areas is set on a hexagonal tower with wall-hugging walkways. The scenery is ornately gothic. The Book of Revelation has been mined for a bizarre plot involving Satan ruling the earth and an angelic girl seeking an artifact with a demon's help.

RALLY-CROSS

Scavenger's most conventional project is an arcade off-road racer. Hydraulic four-by-four racers compete over slalom courses and bridge jumps. For their first driving game, the 3-D engine is impressively fast and smooth.

OTHERS

KONAMI

HARDER EDGE AND LARGER LINE UP

Konami couldn't be persuaded to touch Saturn last year but a softening in their approach is apparent, with a clutch of products announced at the last minute. Sadly, no Castlevania or Track & Field mentioned

E3 EXPO LOS ANGELES '96

CRYPT KILLERS

Time crisis arcade conversion coin-op converted to Saturn to appear [illegible]. Three players explore Egyptian [illegible] dangerous places

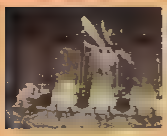
ULTIMATE

Konami plan to outdo all other fighting games with an incredibly authentic martial arts game put together by eight programmer/experts from San Francisco

PANIC HOUSE

For next year Konami's answer to Doom. 40 varieties of level hybrid spread over 1,600,000ft of game area to [illegible] test the gun reflexes of Duke Burton, your intrepid space marine

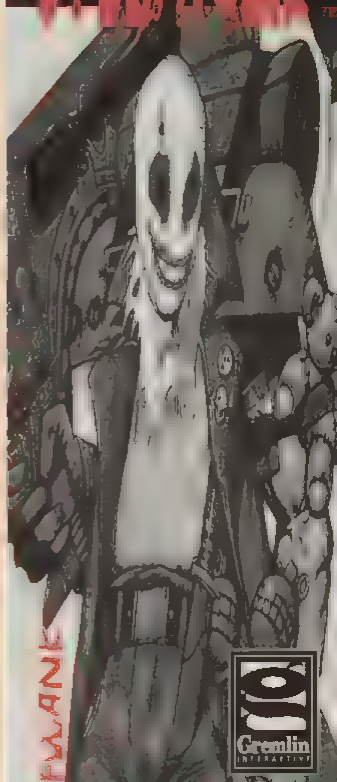
CONTRA



The 16-bit classic looks like being spectacularly realised on Saturn with biomechanoid scorpions sprite manipulation and a special mode to view the game in 3-D using coloured glasses

OFFICIAL

STRANGE VERY STRANGE



Gremlin INTERACTIVE

LOADED

ON PLAYSTATION AND SATURN

ACCLAIM

HEAVILY-POPULATED INTERACTIVE NATION

Acclaim were quiet on console last year, but burst back at E3 with an incredible 29 Saturn titles in their brochure! That's more than any other system. Once again, licenses figure large, with new films, comics and sports driving the majority of titles.

ALIEN TRILOGY

Finally a Saturn version on show. It looks every bit as good as the Playstation version at the moment, with Probe battling to recreate the special effects later on.

IRON AND BLOOD

The Dungeons and Dragons Ravenloft modules are backing this polygon beat 'em up, and Acclaim are touting its 225,000 polygons per second capability, claiming that's four time as many as Tekken. It's significant for characters using weapons in 250-odd combat moves, with gothic horror characters drawn from the vampire RPG license.

THE CROW: CITY OF ANGELS

A 3-D combat game with the novel approach of exploring locations and fighting up to four opponents at a time, brawl fashion. To tie in with the second Crow movie out this year.

BATMAN: THE ANIMATED SERIES

Following last year's Megadrive game, this is a more sophisticated scrolling beat 'em up, matching the new coin-op pixel for pixel.

SPACE JAM

Supposedly to be massive, only Acclaim could put Michael Jordan and the Looney Tunes together in a game that mixes linear basketball with Micro Machines-style space racing.

RAGE: THE GATHERING

A 3-D adventure with network possibilities forms the basis of Magic: The Gathering, based on the game cards which are hugely popular in America.

[illegible]

DARKSTALKERS

A scrolling beat 'em up based on a film just about to appear in the States. At this early stage it cannot be said to look too promising, with stilted animation and poor control.

OTHERS

[illegible]

The familiar strike perspective remains, but everything else has jumped light years. The detail of the scenery, range of scenarios and incredible presentation astounds. Watch as individual soldiers flee houses and jump into jeeps. Then take their

EXPO E3 LOS ANGELES '96

ELECTRONIC ARTS

CONCENTRATING ON BIG HIT PROSPECTS

EA's plans centre on their sports titles, including a much improved Fifa '97, sadly not on show. Andretti racing, PGA '97 and NBA Live are all promised for this year. But their stand and show stealer, is the awesome, all-conquering Soviet Strike.

[illegible] RACING

Another racing game, but one trying to capture the rough and tumble of the Indy Boxcar scene. Low swing 3-D views of the tracks, with speed a priority for the programmers, [illegible] taken to refuelling, tyre [illegible] repair. Four player dua[illegible]

PGA TOUR '97

EA are adopting an arcade approach to PGA, stripping out the play windows. The replay [illegible] perspectives are [illegible] up from the PS [illegible] with se[illegible]s PGA

[illegible]

The only American Football game that Br[illegible] Dominik Diamond] gives [illegible] to. EA have taken two years to get this ready for next gen[illegible] you se[illegible]

[illegible]

[illegible]

YOU LAUGH YOU DIE

Gremlin

LOADED

ON PLAYSTATION AND SATURN

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CAPCOM

FOCUS STILL ON ARCADE GAMES

Not Capcom's most electrifying set of titles ever. Even the announcement of Marvel Super Heroes did little to enthuse their stand. Where's Resident Evil, guys?

E X P O

E3

LOS AN[illegible] '96

MARVEL SUPERHEROES

The natural progression from X-Men and sure to meet the exacting standards set by previous Capcom [illegible] Only a video in show

BUSTER [illegible] COLLECTION

We're genuinely pleased to see a Saturn version of this cute Pang classic. Break bubbles over a hundred colourful and cutesy levels

SUPER STREET FIGHTER ALPHA 2

Saturn version now snapping at the heels of the arcade game. Hard to see what they would leave out of the next part of the popular series

WEREWOLF

Capcom US get a go with an isometric adventure beat 'em up, with players morphing between bestial and human forms. To be honest, looks absolute cack at the moment

MAJOR DAMAGE

Mixing platform shooter action with an uncharacteristic comic scenario for Capcom. Only attracted a casual playing from most show visitors.

E3 SPECIAL

BMG

PUTTING GAMEPLAY FIRST

TANK

[illegible] constructing this game of mass destruction. Take a tank around urban environments, going demolition crazy. Looks like good fun

LEGACY OF KAIN

Scrolling adventure action boasting 160,000 game screens and the ability to turn into a bat and mist. Very Crystal Dynamics in format.

NO EYE-CANDY

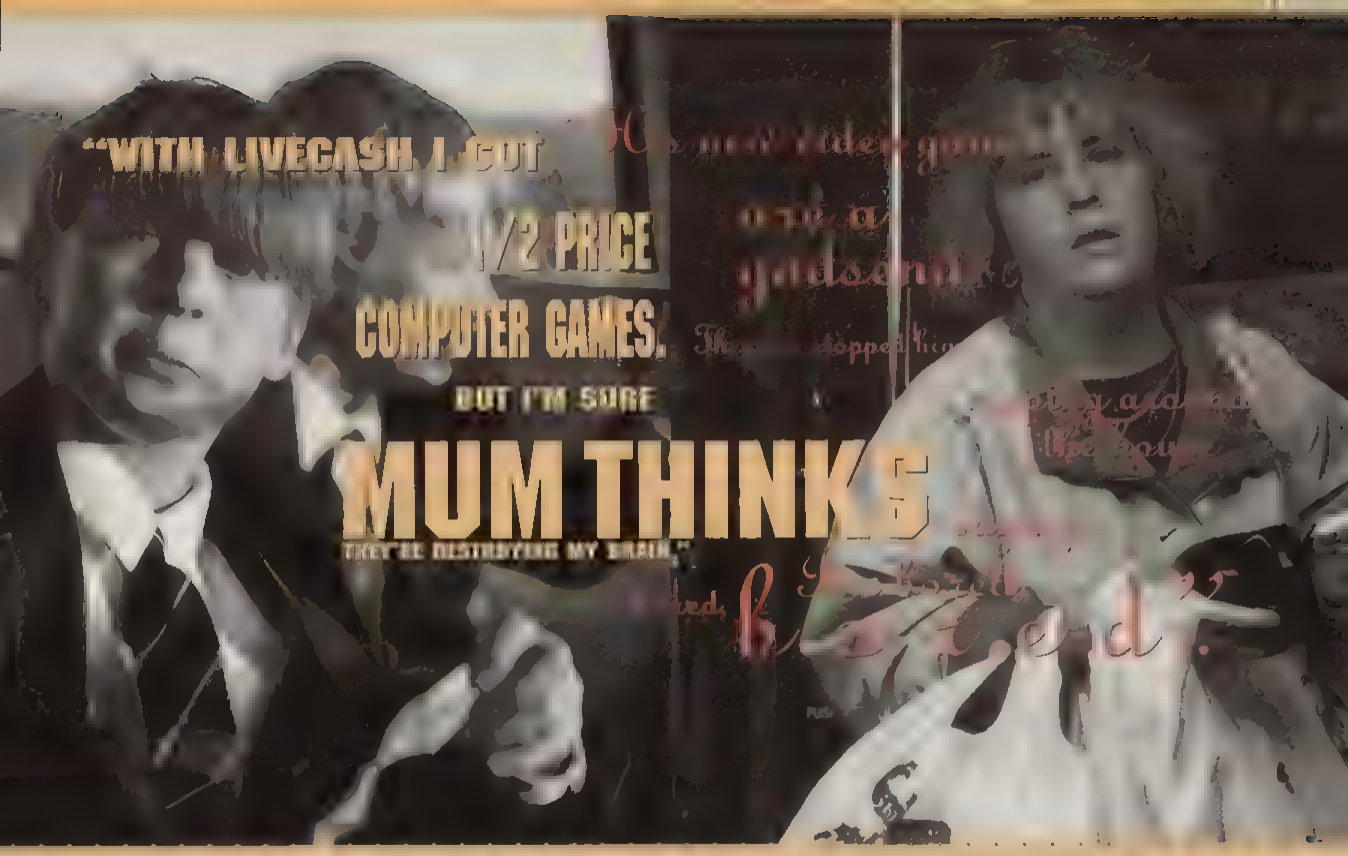
It's taken two years for BMG to establish themselves, but they genuinely believe in these games. None were particularly visually impressive, but had gameplay promise

SPIDER

BOSS game studios big idea. Take a cyber spider and pit him against a range of polygon beasties. Nice backgrounds, but why has a spider got homing missiles?

EXHUMED

A five-level demo of the Doom game by Lobotomy, looking good and quite complex in its 27-level design. Created in the old 'tradition' of 16-bit playability, BMG reckon this is a biggie for them



MIDLAND
The Listening Bank

MIDLAND
The Listening Bank

Livecash is available to 11-15 year olds. Livecash cards are available to 13-15 year olds

CREAM OF SEGA

A slightly streamlined Cream of Sega this month, due in no small part to the fact that someone banged us a few quid for the bottom of the page. Next month, Cream of Sega returns in a new expanded format. Until then, here's the charts that count from our good buddies at Chart-Track and ELSPA. Numbers in brackets indicate last month's chart positions.

SALES CHART: SATURN

Chart-Track's guide to the best-selling CDs

[redacted] new entry at No.1

[redacted] Top game, suspect Psi conversion.

[redacted] Rival manufacturers are now producing compatible guns

[redacted] Incredibly, some people have yet to purchase this

[redacted] Tank-tastic blasting fun with the home boys at Core.

[redacted] A big slip for the Psygnosis racer.

[redacted] An incredible 78th week on the chart. Probably

[redacted] "Fair challenge by Fifa Soccer. Oooohhhh " etc

[redacted] Get Worms. It's better than having worms. If you see what we mean

[redacted] "Sh[redacted]baldies"

SALES CHART: MEGADRIVE

Chart-Track's guide to 16-bit [redacted]

[redacted] TOY STORY (Sega) [redacted] Strange little men."

[redacted] FIFA SOCCER '96 (Electronic Arts) [redacted] smooth staying power.

[redacted] Soon to be reissued at a low price.

[redacted] Strong showing for this niche sim.

[redacted] Blurp, blurp, zwzzzz, plink

[redacted] Like Sonic & Knuckles, this is soon to officially reappear at £19.99

[redacted] Topper table-top fun returns.

[redacted] Stale cheese

[redacted] A welcome return for this discounted classic.

[redacted] Broom b oom. Put put put

BE AN OPINION FORMER

Next month's expanded Cream of Sega will list the games you most want and those you are most looking forward to. Just fill in the coupon. Also, take a guess at what the most popular game of the month will be. One of those smart enough to guess the top of the reader's chart will win a copy of that game! Congratulations to last month's winner, Stephen Gittins from Durham.

MY TOP THREE SATURN GAMES ARE

_____

_____

_____

I'M MOST LOOKING FORWARD TO

_____

_____

_____

PREDICT THE MOST POPULAR GAME WILL BE

_____

NAME

ADDRESS

Send to , MEAN MACHINES SEGA
EMAP Images Ltd, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU

FOR AN ALIEN ENCOUNTER SEE PAGE 21

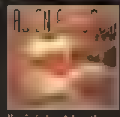
ALLIANCE
LEICESTER

AUTHENTIC
Atlanta 1996
its gameplay
You can have the best
doesn't play football
then forget it!
has everything.
Olympic Soccer excels
end-to-end action
OLYMPIC
SOCCER
PLAYSTATION
SEGA SATURN
PC CD-ROM
US GOLD

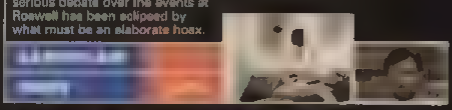
VIDEO CD REVIEW

CDs you can watch – all compatible with your Saturn if fitted with Sega's Video CD card.

ALIEN AUTOPSY – FACT OR FICTION?



This is a follow-up to last year's Incident at Roswell documentary (which examined the US government cover-up surrounding the supposed crash-landing of a 'manned' UFO in 1947) presenting the full, unexpurgated footage apparently showing the autopsy of one of the craft's alien occupants. This programme, which also interviews a variety of experts and witnesses who discuss the validity of the footage, has its cred diminished by the presence of deadly earnest link man Jonathan Frakes (he of Star Trek The Next Generation) and the persistent belief that any serious debate over the events at Roswell has been eclipsed by what must be an elaborate hoax.



MARILYN – PORTRAIT OF A LEGEND

Those used to the objective nature of most British documentaries may find this American examination of Marilyn Monroe's life and career a bit schmaltzy. There are nevertheless highlights in the shape of Marilyn's TV commercial for 'Royal Triton' gasoline, the complete Cinemascope trailer for How To Marry A Millionaire and an extract from Let's Make Love. Much of the remainder of the disc comprises news-reel footage (including the Happy Birthday To You Mr President address to JFK) and the memories of sole interviewee, author Robert Slatzer. Encoding is OK, but the usually grotty source footage is seriously distracting.

SURF O'ZONE

There are those who will earnestly assure you that surfing is the very essence of life – that the synchronicity between man and wave is unrivalled in the rich realm of human perception. Well, we're having none of that here. This is an hour's worth of blokes riding the Californian waves in another example of that most bewildering sub-genre – the surf movie. With none of the charm of those smart beach party films they used to make in the Sixties, this is nevertheless partially redeemed by soundtrack music from the Red Hot Chili Peppers, Ice-T, Jane's Addiction and Pato Banton. Like the Marilyn Monroe disc, Surf O'Zone is part of a new range of American discs distributed in the UK by Digital Disc Entertainment.

YOU ONLY LIVE TWICE (1967)

As the 007 phenomenon reached its peak, an increasingly dissatisfied Sean Connery was pressed into service for the fifth time. The unlikely team of writer Roald Dahl and director Lewis Gilbert steered the series into unprecedented realms of excess – the action ranging from outer space to bustling Tokyo and, incredibly, the inside of a vast volcano. Donald Pleasance is a sneering Blofeld in one of the most memorable performances of his career, and the whole overblown affair is impressive enough to warrant consideration as one of the greatest action films of the Sixties. As with Philips' other Bond Video CDs, encoding is top notch.

MOONRAKER (1979)

As Star Wars fever raged, the Bond producers sent 007 into space to investigate the theft of a number of Space Shuttles. It's all the work of dastardly Hugo Drax (Michael Lonsdale) who is populating a radar-cloaked space station with a master race of beautiful people. Easily the most absurd Bond film ever made, this had precious little to do with the Ian Fleming novel it was supposedly based on. Michael Lonsdale is suitably creepy, Richard Kiel's steel-toothed baddy Jaws has his moments, and Roger Moore understandably plays it for laughs. Only the 'chucked out of a plane without a parachute' scenario of the pre-credit sequence still impresses.

A VIEW TO A KILL (1985)

Armed with a bevy of stuntmen, an aging Roger Moore saw out his tenure as James Bond looking more than a bit overwhelmed by the pace of this film. The always excellent Christopher Walken is Max Zorin, a genuinely frightening nutter who plans to sink Silicon Valley and take over the world's microchip production with the help of his kick-boxing lover Grace Jones. Fiona Fullerton and ex-Charlie's Angel Tanya Roberts are the decoration but Walken steals the show. Highlights include the scenes in the Eiffel Tower, the impressive miniature scrap and the surprisingly good Duran Duran theme. Like the other Bond films reviewed here, this is available as part of three new triple packs of 007 Video CDs.

IS BANKING ALIEN TO YOU?

We interrupt this magazine to bring you an important communication

Strange beings from another planet are about to invade the earth.

They have come for a Cashcard Account - The only Account that makes sense, right across the Galaxy.

We've got to stop them.

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Plus, you'll receive a free wallet, a BT phone card and a voucher book full of special offers.

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0500 64 64 64

and quote: MCC SEG

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- 8,500 LINK cash machines
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- Monthly interest
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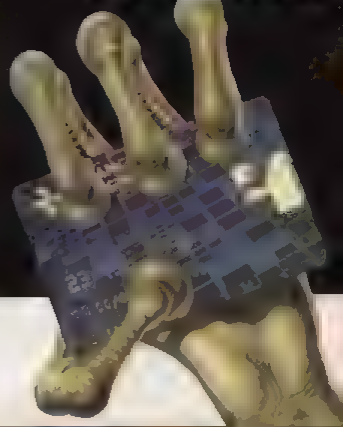
END THE ALIEN NATION



ALLIANCE LEICESTER

[illegible] will be payable on [illegible] Cashcard Account will be [illegible] Society. No membership [illegible] the Society at [illegible] deposit [illegible] shareholders have a right to attend meetings of the Society or cast a [illegible] resolution. Applicants [illegible] Only one Cashcard Account per person. The Alliance & Leicester reserve the right to withdraw [illegible] any time. Alliance & Leicester Building Society, Heritage House, 6 Sovereign Gate, Leicester LE1 8RR.

PROJECT

PUBLISHER

INITIATED

RELEASE

FORMAT

DEVELOPERS

Conjecture on 'Sonic 4' has been rife ever since Sonic and Knuckles went on sale. MEAN MACHINES now bring you the facts of the BIG Megadrive game of 1996.

There have been doubts that the 16-bit system would ever see its hero star in a new game. These fears were finally dispelled when Sega asked us (and only us!) to meet Katsu Sato, producer at the UK end of Sonic 3-D.

As you might expect, a lot of work is being done at Sega's Japanese HQ, but less widely publicised is secret's the UK involvement in the project. 32MEG Sonic 3-D will be massive on Megadrive come November. Stick with MEAN MACHINES for further exclusive coverage.

SONIC 3

PRESENT

FUTURE

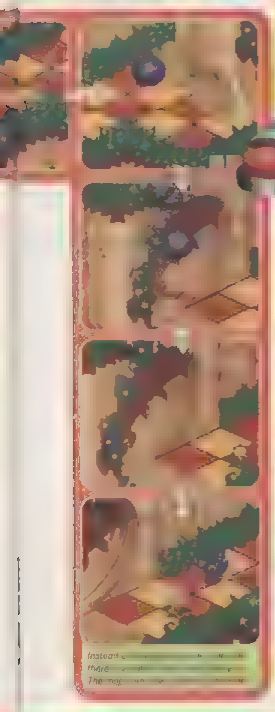
SONIC THE HEDGEHOG

SONIC SPINBALL

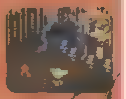
SONIC AND TAILS

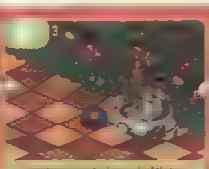
SONIC

DISCO
SONIC 3-D
CHAOTIX (CAMEO)
SONIC FIGHTERS
SONIC THE ARCADE GAME
SONIC
SONIC LABYRINTH
SOLEIL (CAMEO)



GREEN GROVE ZONE ACT 1





PROJECT

PUBLISHER

INITIATED

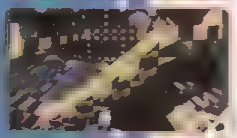
RELEASE

FORMAT

DEVELOPING

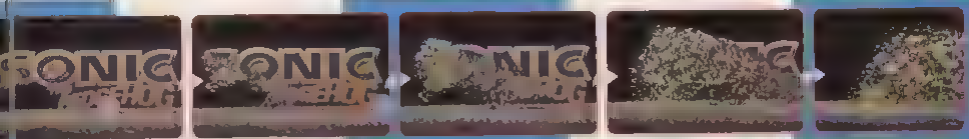
There was only one way for Sonic to go on his Saturn debut, and that was into the third dimension. Sonic Xtreme debuted at the Los Angeles Electronic Entertainment Expo, and caused quite a stir. A video showing the basics of the new game and a single demo level was Sega's low-key way of introducing potentially their big seller of the year.

[illegible] the Sega Technical Institute, who were [illegible] viously respons[illegible] ing projects from Sonic 2, Sonic [illegible] Knuckles and Comic Zone. The producer, Mike Wallace, [illegible] aware of the pressure [illegible] him to perform, but he is confident in STI's ability to deliver. Their in-house flexible system took [illegible] effects that [illegible] ty, what we were ha[illegible] ...ful level progression to "mindblowing". On the evidence of the 3-D manipulation in the demo, the analysis is justified



SONIC REVOLUTION

Xtreme is constructed in three-dimensional levels, and [illegible] and out of the screen is possible in 'Bug' style, as is running up [illegible] The Sonic is maintained, with the ability to race through levels. The most dazzling new feature is "360 degree world spin". This [illegible] warped into a spherical



SONIC [illegible]

[illegible] reminiscent of previous Sonics, with

The reason this looks so circular and [illegible] it sounds good doesn't it?

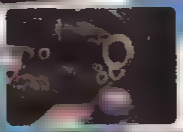
Packed full of action this game, don't know how the Saturn can cope!

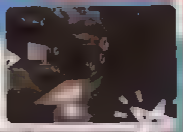
SLASH CUT

[illegible] Spin Slash sends Sonic rocketing

The idea with this level, is that Sonic [illegible] towards the screen, collecting the rings as he goes.

But how anyone can tell what is coming is beyond me. Hopefully the wonder of 3D will reveal all





SONIC STRUCTURE

Sonic gameplay will be quite different in Sonic Xtreme. Although [illegible] Emeralds that reveal the game's true finale. The levels are being [illegible] cted to emphasise a different move in Sonic's repertoire

WORK IN PROGRESS

PROJECT

PUBLISHER

INITIATED

RELEASE FORMAT

DEVELOPERS

'Interactive movie' Not good, is it? A couple of years back, interactive movie was on everyone's lips. The genre was pioneered by Seventh Guest, a rendered haunted house romp by an unknown developer called Trilobyte back in the early nineties. Interactive movies were hot, and the CD format was going to bring a spate of them.

1996 has arrived and Virgin, pioneer of the whole 'Hollywood' approach to video gaming, has dispensed with Trilobyte's services. Lack of basic interaction and widespread disillusionment of gamesplayers has brought the genre into disrepute. The follow-up to Seventh Guest, 11th Hour, arrives not with a commercial bang but a whimper on PC. 'Interactive movies' is about as attractive as British beef.

And throughout this entire period, a select band of French programmers and artists and musicians are working on a single project that inevitably draws comparisons with the traditions of animated movies. This band, Amazing Studios, is in fact the cream of French development.

The duo at its heart are Eric Chahi and Frederic Savoir, creators of Another World and Flashback respectively, the most successful console games ever to emerge from La Republique.

Chahi and Savoir created these landmark titles at Delphine, who have gone on to take the Conrad Hart character further with Fade to Black. However, the pair left to form Amazing, with the aim of creating something darker than 'Black Heart of Darkness'.

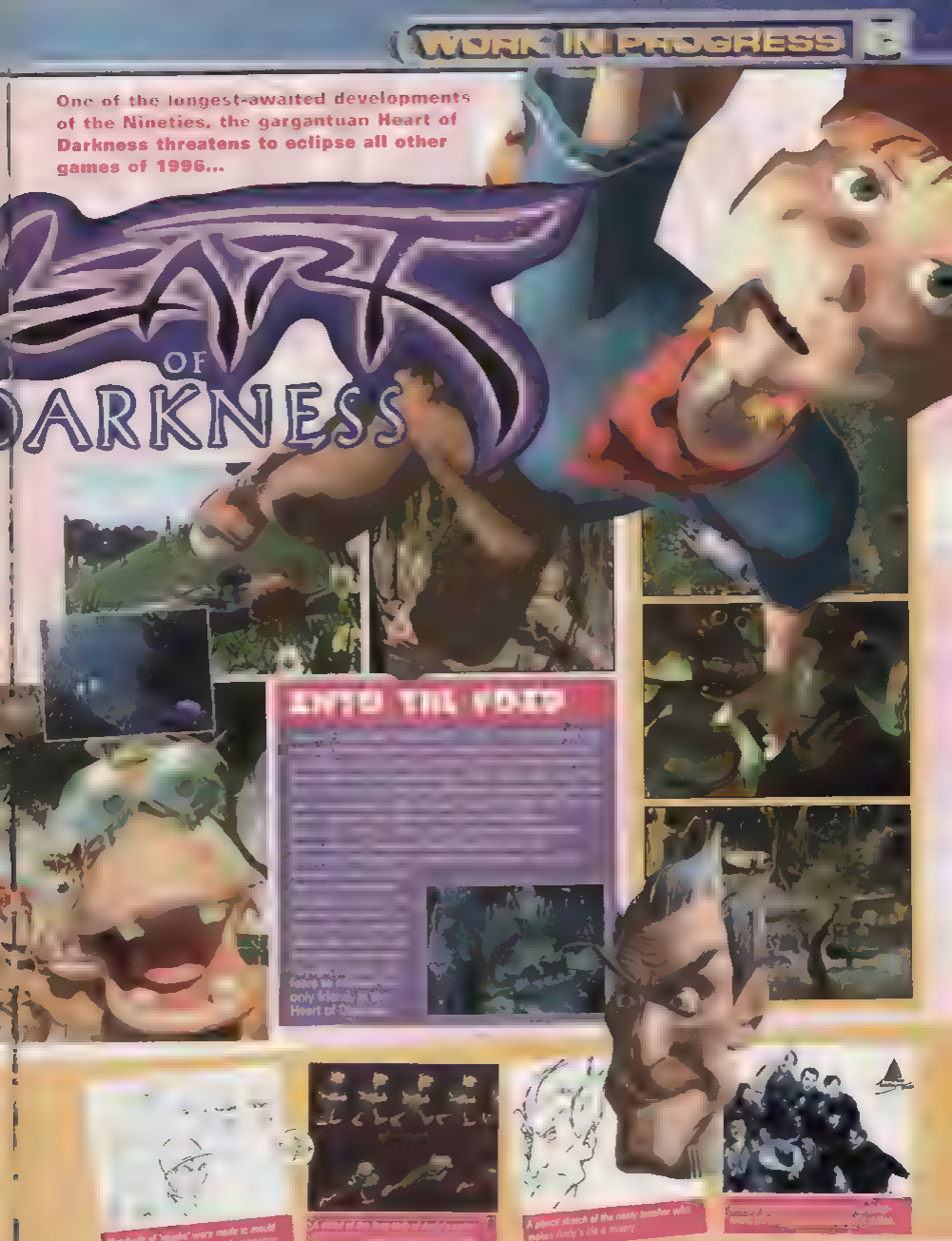
Their efforts, four years on, have cost upwards of $1m. For the money, the game now in the final stages of development exceeds the limited interaction on of so-called interactive movies. It's better described as a fully 'interactive action', with the production values associated with animated film. Saturn owners will be the first to judge the final product this September.

BABY STEPS

The animation within Heart of Darkness may well be the most ever for an interactive computer game. Andy, the lead character, has had every one of his 1500 frames of animation individually keyed. And all of these are for movement in one direction, with the program able to flip these to the reverse image in real-time. The transition between individual sequences of action animation has been made seamless. No less attention has been paid to the game's menagerie of shallow monsters, venus flytraps and subterranean mosters.

One of the longest-awaited developments of the Nineties, the gargantuan Heart of Darkness threatens to eclipse all other games of 1996...

HEART OF DARKNESS

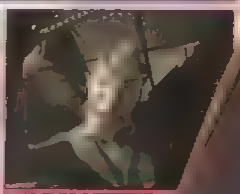


Hundreds of 'roughs' were made to mould Andy's character before actual animation.

A ghost sketch of the nasty teacher who makes Andy's life a misery.

LANDSCAPES OF THE PSYCHE

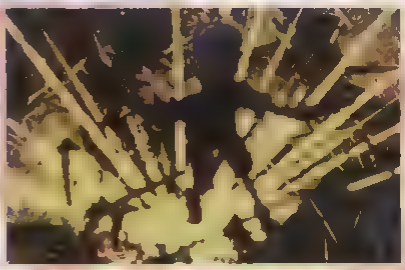
With their own fantasy world, the Amazing team had freedom to create landscapes and environments at their whim. When playing, the scene moves through a single plane (left to right and vice versa, not into the screen), but the visual sation gives the game incredible depth and solidity. The scenes convey familiar settings, like jungles, towering mountains and canyons and a dark demonic lair at the nexus of the world. All these background graphics were created in 3D Studio. Although this has become the standard development tool for graphics within the industry, when Heart of Darkness was begun four years ago, it was a leading-edge tool. In any case, tools are just tools. Amazing. They wanted to avoid the familiar rendered look brought about by using conventional pre-packaged textures. They created their own natural textures to give the world a lush and painted look. They also sketched all the scenes by hand first, like Disney backdrops, and the faithfulness of the game's graphics to these hand-drawn depictions is stunningly demonstrated here.



STRIKE UP THE BAND

...Hollywood composer, Bruce Broughton. His scores ...ech Street and Honey, I blew up the Baby, ...e con... ...music was recorded by an ...-piece orchestra.

The trio in charge of sound seems have an equally illustrious background, most recently working on scary Alien movie, ...ave



GAMEPLAYED

Actual gameplay within Heart of Darkness conforms to the weird amalgum of the Delphine classics Another World and Flashback. You have complete control over the Andy character within the environment, but timing is more important than in the average 'platformer'. In Heart of Darkness, 'scenes' develop, with Andy facing specific modular tasks. An example of this scenic approach is where Andy scales a sheer cliff-face by finding hand holds. At the top, he must perform a perfectly-timed jump onto the tailbone of a huge fossilised dinosaur. The reward for such skill is the spectacular crumbling effect of the delicate skeleton as he makes the leap.

LOOKBACK

The two games without which Heart of Darkness wouldn't have come about.

ALIEN

Using polygons to create amazing animation effects, Another World was a movie-style game that still offered playability. A sequel 'Heart of the Alien' was prepared for Mega-CD but never released.

FLASHBACK

More conventional platform game, but raised above the throng by superb atmospherics, strong plot and life like animation from player and enemy alike.

PROJECT

PUBLISHER

INITIATED

RELEASE

FORMAT

DEVELOPER

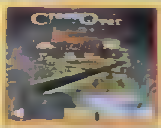
Much of the Playstation's initial impact was down to its earliest titles – Psygnosis' Wipeout and Destruction Derby were two games that had owners dribbling over their pointy joypads. The times they a-changin', however, and Psygnosis have commissioned a conversion of Destruction Derby to join the Saturn version of Wipeout. Perfect Entertainment (see page 84) have once more been entrusted with dusting off the Playstation's crown jewels for a new audience.

So what's all the fuss about? Well, cast your minds back to those tacky American TV shows that used to turn up during the school holidays – you know the sort of thing, Hollywood's Greatest Prangs; endless clips of stock cars being driven by Hollywood's greatest prats. If the thought of a driving scenario being adopted as a thinly-veiled excuse to instigate multiple pile-ups appeals to you, then Destruction Derby looks like being right up your alley. Perfect's conversion of the game is far from finished, but these pictures show that we're in for a rough ride...

DRIVING MISS CRAZY

SPEEDWAY

This is a straightforward, if fast moving, course which is useful for getting used to the handling of your car before you progress to tougher tracks. The course has a basic 'Indy 500' style oval design which should mean that opposing cars pose more of a problem than navigation and handling.



CROSS OVER

This is a 'figure of eight' track which gets really interesting when stray traffic starts clogging up the cross over section. Getting hit by speeding cars in the cross over section can send you spinning off and inadvertently heading down the wrong branch of the track

OCEAN DRIVE

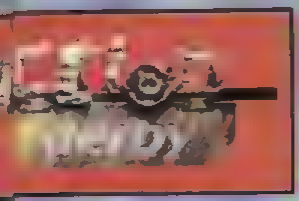
Although this picturesque course is lined with palm trees and is of a relatively basic loop construction, the section where the road narrows to the width of only one car is to be treated with caution. Try not to let your road rage get the better of you if you get stuck in a traffic jam. On the other hand just ram everyone for a laugh.

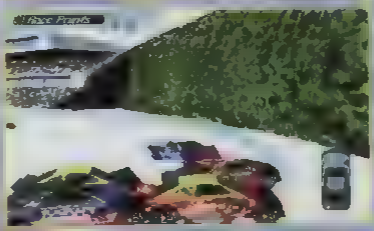
CACTUS CREEK

The most bendy and twisty of all the tracks on offer is a nightmare of cross overs and tight curves. Expect to take a lot of damage on your way round and try not to lose your bearings. Or the front half of your car.

CITY HEAT

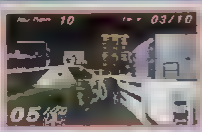
A square-shaped track through a grimy inner city. Although this looks quite simple, and the scenery doesn't give much cause for distraction, there's a very unpleasant chicane after one of the curves which is actually one of the most difficult areas in the whole game.

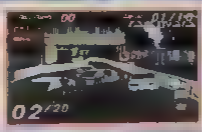


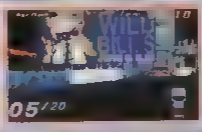


Derby's greatest movies is the opportunity it affords you to re enact your favourite Burt Reynolds movie

the cops are on your tail in the passenger seat is Goldie Hawn for another Seventies babe and you're tearing towards a busy junction







wah wah ishe starts screaming as the bustling crosstown traffic approaches; wah ishow motion sequence begins. Sh t ! !

Something jolly large and damn scary is about to spring out of your Saturn-enhanced screens. If you've got a spare pair of trousers, go get 'em now!

If there's one thing Electronic Arts can't be accused of, it's of not getting their money's worth on a license. Having teamed up with the legendary Games Workshop many moons ago to produce Space Hulk games, we've now seeing the license make its final (!) journey from the likes of PC, Amiga and 3DO to the next gen consoles.

The basic story behind all of the Space Hulk games sees you as the shooter commander of an elite squad of Space Marines, working through a number of missions – each with a different scenario and each with a different mission objective. The Space Hulks themselves (where the various missions take place) are enormous derelict star cruisers that have found themselves floating helplessly in deep and unpopulated space due to warp engine failure. Though the human occupants are long since dusts, a deadly and unique species of alien – known as Genestealers – have infested these craft, using them as sort of Trojan Horses to infiltrate into human space. Some missions set you the task of 'cleansing' key locations on-board utilising your flamer-equipped marines, while others might be more simple/basic and destroy/ sions. The common ele hant, no matter the mi sion type, is our trusty nd of soldiers ch kitted-out with e latest in weaponry an mour. Grrr!

BEHIND YOU!

Believe me, you DO NOT want to be as close to the Genestealers as I'd to pat these creatures. As tough as that, know no fear... nothing more than pulse weapons and hairs on your

TOOLS OF THE TRADE

Your ma... the rou... toughest h... warriors in the univers... augment... impress... courage a... combat skills, ... marine has acc... to not only the fin... power armour av... lab, but some re... deadly weaponry!

FLAMER

To ... these infested areas on a Space Hulk. On these missions your ... flamer-armed mates MUST be protected unl... they ... down the walls with ... inable contaminant and ... the match. Woof!

TURN ABOUT IS

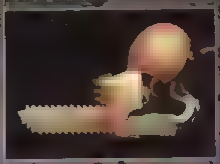
Though a large portion of the game is played as a Doom-esque, first-person perspective action game, you won't succeed unless you get to grips with the strategy sections as well. During a mission you can freeze time for a limited period and give orders to your troops using a simple icon-based map system. Once real-time returns, your loyal marines will act out their given orders as best they can. You also get a miniaturised map in the bottom left of your action screen to watch the various marines' progress during battle.

ASSAULT CANNON

Known in many other games as a chain gun, this is one serious spinning son of a bitch. Got a corridor full of gibbish aliens? No problems, just open her up and brace yourself for some major recoil.

CHAIN FIST

No prizes for guessing how this [illegible] cover your eyes, and let the adamium blade do the talking! It's also pretty handy for [illegible] through doors.



SPACE HULK

POWER GLOVE

A standard piece of ordinance for a marine, the Power Glove acts not only as excellent shield, but as an hard-hitting close-range [illegible]. Arching electrical discharges also help things on their way.

THUNDER HAMMER

[illegible] excellent close [illegible] the Thunder Hammer [illegible] Shield [illegible] enormous [illegible] can [illegible] armour [illegible]

[illegible] ranged-combat [illegible] Lightning Claws [illegible] resolute [illegible] who like [illegible] hands, [illegible] crack your [illegible] in!

[illegible] gent weapon from [illegible] age. You just can't [illegible] bit of sword play to [illegible] rather than [illegible]. And this baby [illegible] with a charge of [illegible] all!

Back in the mid-Eighties Ocean ruled the roost. The Manchester crew and Birmingham mob US Gold had the 8-bit home computer market sewn up between them, handling all the biggest licences and conversions and hoarding all the most successful original titles, with only budget label Mastertronic causing any real competition with its two-quid titles. Ocean were the people Sega trusted to code Spectrum, Commodore and Amstrad versions of smashes like Outlun and Enduro Racer. And then the senseless happened. These days you'd find it pretty hard to believe Atari would hand over the deeds to Blanx TT to the same people responsible for licensing Motorworld. Not because Ocean suddenly became talentless shysters, but because British programmers in general were slow to respond to the onslaught of the new machines (namely Master System and NES), which Japanese teams had already had two to three years of

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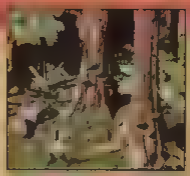
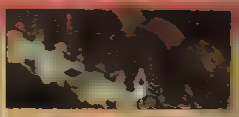
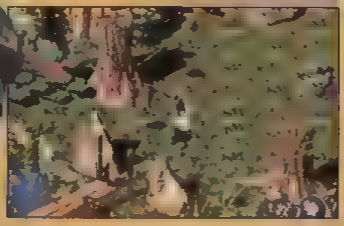




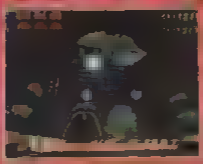


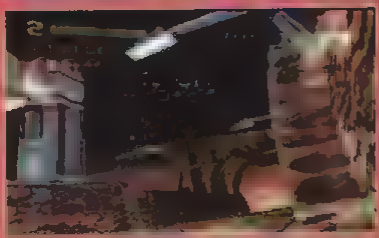
couldn't get our hands on because they're not allowed out of Germany. Luckily though we've scheduled a little trip out to Neon's Darmstadt HQ, so we should have the full Sega SP in time for next month. For now though feast your eyes on the early demo pics and info we've secured for your edutainment.

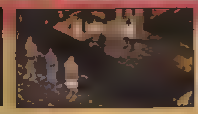
era, ch Now

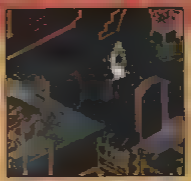
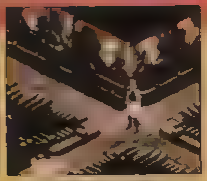
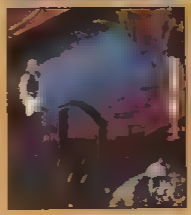
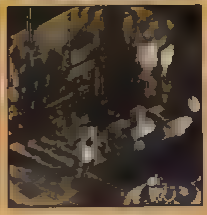
TUNNEL B1

The closest to completion of Neon's games is Tunnel B1. For such a basically simple game it's a bit tricky to describe. Basically, Wipeout-meets-Doom-meets-Sewer Shark is the best amalgamation of games you'll already know to start off with. It's a fairly linear-moving blasting game which puts you in the cockpit of a fleeting hovercar and puts that fleeting hovercar into a series of claustrophobic tunnels, fills the tunnels with aliens, puts big guns all over everyone and leaves the player to get on with things. Unlike most games of this emerging genre, Tunnel B1 doesn't force you to live the action at a million miles an hour – the player has almost total control over their craft, and is free to stop and turn to pick off agile enemies. However, there is a time limit, so it's not advisable to dawdle. Tunnel B1 is the result of Neon's newly developed 3D engine, which they say promises fast, smooth update with little clipping (thanks to masking routines) and superb light sourcing. What we've seen so far would suggest this is not total lies. As to how the final game will play, we're not sure, but it's almost certain to look spectacular.







VANISHING POWERS

Women eh? They're always losing things. Lipsticks, diaries, deific magical powers. No end of trouble. And such is the premise for Neon's third game in the offing, in which a goddess loses her mythological abilities and recruits you to find them. Don't know why she doesn't just look in the bottom of her handbag, because that's probably where she left them, as bloody usual with dames. Sexism aside, Vanishing Powers is a big departure from Neon's other Saturn titles. There is a 3D element to it, but only in an isometric stylee, because Vanishing Powers is a role playing game, populated by demons and hobgoblins and things, along with Hit Points, stats screens and big-ass puzzles. Neon want everyone to know that this demonstrates the versatility and variety of influences crossing the team. But that's just showing off, if you ask us. Whilst all the mechanics of Vanishing Powers are already in place there's still a lot of work to be done on the game map, which Ocean claim will be absolutely heeee-uge and hard enough to test even toughened RPG fanatics. Doesn't score quite so highly on the pulse-banding scale, but should still be one to look out for.

VIPER

Viper is based on the same 3D engine as Tunnel B1, which is hardly surprising given that it started life as an integral part of that game. Then Ocean came along and had the bright idea of separating the driving and flying sections of the title to free

too excited about anything except Nights this early on, we have to say that there's every possibility Viper could be one of the better 3D releases of the year on Saturn. Good luck to those Ocean lads

SLIGHTLY LESS SAFE THAN PLAYING CHICKEN BLINDFOLD ON THE M1 WITH YOUR LEGS TIED TOGETHER WHILST JUGGLING LIVE GRENADES WITH ONE HAND TIED BEHIND YOUR BACK AS A RABID PITBULL LEAPS AT YOU.

ULTIMATE MORTAL KOMBAT 3

AVAILABLE ON SEGA SATURN

MIDWAY
Williams

PREVIEWS

STRIKER 96

Most of you, no matter what your age, will have witnessed (or at least glanced at) one truly great football match. Some of you may have actually been present at these exhibitions of soccer greatness. Take the most recent, Liverpool 4, Newcastle 3 in the Championship. Pretty good stuff eh?

Now, in comparison terms something this would be Euro '96, current year best footy game on the Saturn. Two great footballing spectacles. Then you have Fifa on Saturn. Now we're not talking great here, we're talking, but it might just scrape a passing grade game.

Something like Stranraer 2 Hartlepool 1. Run of the mill.

Next, we have Striker. Where will this fall in the list of great matches we've witnessed? Are we talking World Cup Final Brazil 4 Italy 1 or are we talking Sunday Morning Chiswick Pub League, Goat and Badger 0, Green Man XI 0. Only time will tell.

SHOCK EURO RIP OFF

OCH! HE COULD DO BETTER

With this, the age of virtual football sims, only one thing remains constant: commentators. Every new footy game appears to have snapped up one of the top voices of the commentators elite. Motson was in Fifa, Barry Davies starred in Euro '96, Alan Green is in Olympic Soccer, so who have Acclaim plumped for? Sky TV's Andy 'Och' Gray. The ex Villa, Everton and Wolves, amongst others, striker now the frontman of Sky's bootroom, has bought his particular blend of blabber to the console world, and with phrases like "Och, that's got to hurt," and "Och, that's got to be a Yellow Card," can you see a pattern developing?) booming out of the speakers surely this must be all you could hope for? Hmmm.

FAIR WEATHER FOOTBALLERS

Football is a game supposed to be played in the rain. Why else would the season run from September to May? So you can all get soaked on a Saturday or Sunday afternoon, for no apparent reason. But as many of you will testify, the thought of catching a cold doesn't appeal to many, [illegible] the alternative, a dour [illegible] encased glass arena, there are no throws, offsides or goal kicks, and the ball is always in play until someone scores. This is a much quicker version of the real thing, and with a lot more opportunities to score goals. Be prepared for some thrashings though.

BLACK FIRE

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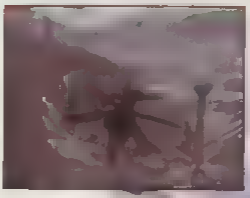
BY VIRGIN

1 PLAYER

COMPLETE

Think of helicopters and the chances are your thoughts will either drift to the killing fields of Vietnam – where the lethal firepower and awesome manoeuvrability of the helicopter gunship proved devastating – or you'll bring to mind Noel Edmunds.

It is however doubtful that the tidy-bearded television presenter's considerable experience in the field has extended to the type of scenario suggested by this new helicopter game. Originally developed by Sega US, the game has been adopted for UK release by Virgin. You're at the controls of helicopter gunship which hovers towards its targets, negotiating airborne enemy forces and ground-based defences. Over a lengthy campaign of aerial mayhem you'll be pitted against a group of "whacko half-brains" called The Sword of Gideon led by one Colonel Kane a rebel defected from your own forces. The similarities to Apocalypse Now continue when tinny radio dialogue grants you permission to sanction your targets with extreme prejudice. Five levels, each subdivided into three missions, take you across land and sea in search of your quarry.



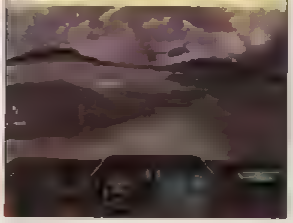
M230 30MM CANNON

The staple of your gunplay, and the most versatile weapon to fall back upon. The cannon is well-stocked with ammunition, fires 650-750 rounds per minute and is slaved to your helmet sighting system. Handy in a fix.

Whatever your mission, the objective will be to seek out your enemy before he has a chance to fire his missiles at you. Follow your orders, use the tools at your disposal, destroy the enemy as directed and you will be rewarded with a medal. Fail to do so and you will be sent to the Tower of London.

BASIC ROCKET

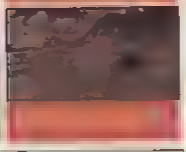
Basic rocket best fired in close proximity to fairly obvious targets. Lacking homing capabilities and serious firepower, novice pilots may feel more comfortable with more sophisticated missiles. Best employed to encourage evasive tactics.



LACK
KE

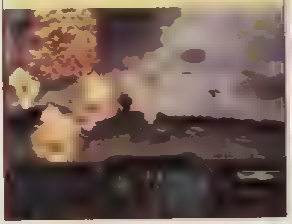
MK18 'FIRESTORM'

An air-bursting bomb triggering ten devastating explosions, each with tracking capability. The weapon to reach for when the odds are overwhelming and you need to clear some space quickly.



AIM-1L46 SIDEWINDER ROCKET

An infared-seeking missile with a pressure-detonated explosive tip. Accurate and faster than the speed of sound, the Sidewinder is one of the deadliest weapons available to the gunship pilot.



AGM-114B HELLFIRE ROCKET

A laser-guided supersonic rocket that is more powerful than the Hydra and Sidewinder. Due to its comparative weight, however, it is best employed against thick skinned but stationary targets such as anti-aircraft emplacements and bunkers.

THE NEED FOR SPEED

Gary Numan first brought cars to the attention of the world in 1979 with his hit single 'Cars' and they've been popular ever since then. People realised [illegible] is that

Thus the invention of the road, designed to allow

[illegible] it's illegal, and other people have the same idea, commonly resulting in the situation known as a crash.

To enlarge your understanding of the subject play Need For Speed. Developed by EA Canada, [illegible] and [illegible] designed races in a simulation [illegible] irresponsible fashion[illegible] a perfect formula game. This is the open road.

EA

1-2 PLAYERS

COMPLETE

MULTIMEDIA ARGH!

Need for Speed breaks the traditional bond of Saturn gaming by offering a [illegible] educational element. Bored [illegible]? For perfect [illegible] mine of information [illegible] a video of the car [illegible] its paces and [illegible] ...

VIDBITES

The 'Highlights' [illegible] post-race [illegible] effects [illegible] what [illegible] worst crashes [illegible] bits of driving [illegible] usually right [illegible] ws the scrapes [illegible] get into without you.

NEED FOR SPEED

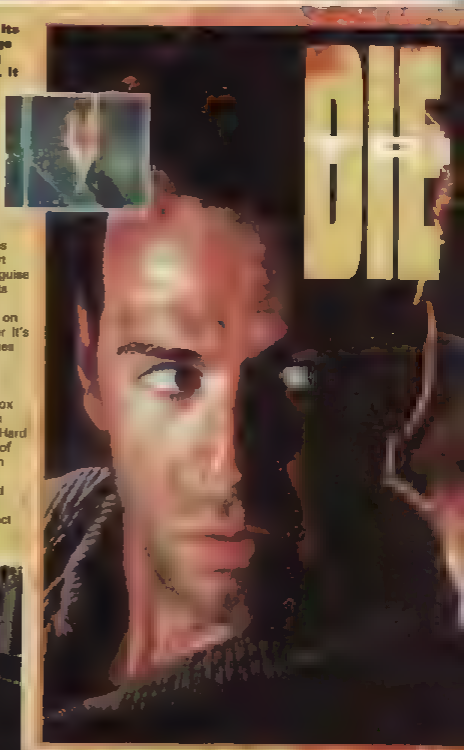
DIE HARD

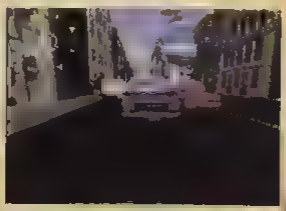
20th Century Fox is, like its towering edifice of a logo suggests, one of the big names in entertainment. It was the last of the big Hollywood studios to come into existence, sometime in the mid 30s, and went through the good and bad times that all the other Hollywood studios faced.

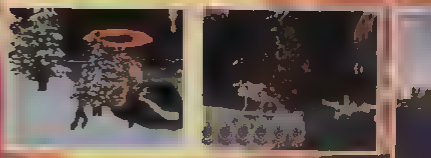
Latterly, as purveyor of some big budget action movies (eg. Speed) and chart-topping TV hits (eg. X-Files) Fox has become a major force again. But the potential to convert these popular properties into licensed video games has been overlooked for the most part. Apart from the Simpsons. Now Fox, in a new guise as Fox Interactive, is looking to exploit its formidable catalogue

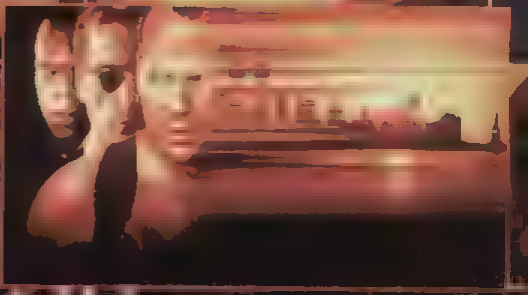
First on the slab is Die Hard Trilogy, due on the Saturn some time in the late summer. It's a three-part shoot 'em up drawing its cues and inspiration from the three movies fronted by the John Maclean character played by Bruce Willis. When Probe Software (who've worked on previous Fox licenses like Alien3 and the current Alien Trilogy) were charged with creating Die Hard Trilogy, the explosive action and effects of the movies were obviously uppermost in their minds

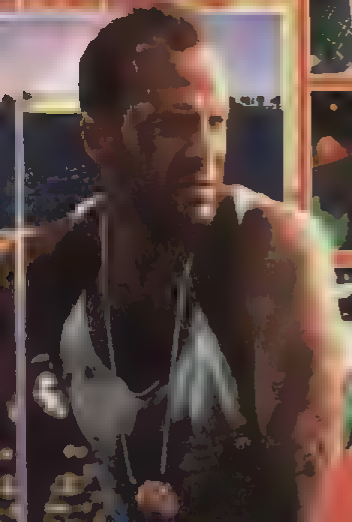
In the same way that Probe have created Alien Trilogy to be ported across several formats, Die Hard is a multi-format project due to debut on Playstation, before an identikit Saturn version



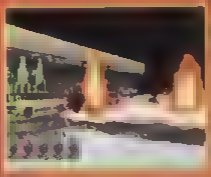




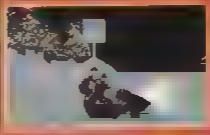


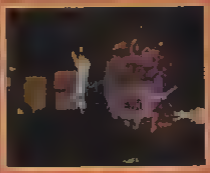


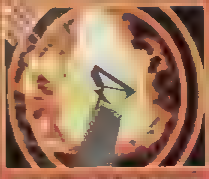
DIE HARD



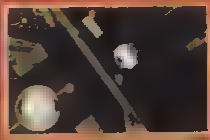
DIE HARD 2

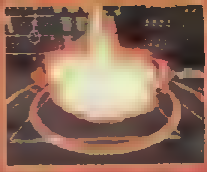






DIE HARD 3





BLAM

ST COMING

GENRE TYPE SHOOT

PLAYERS

COMPLETE

Core's next [illegible] apocalyptic [illegible] Machinehead [illegible] completion. More pictures have come courtesy of the Derbyshire firm, aiming to show the progression in the project since we ran a work-in-progress back in the bleak midwinter months.

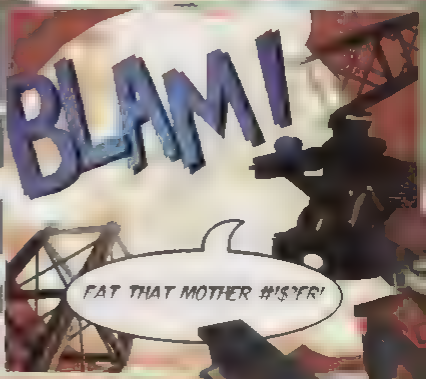
The [illegible] shows a large play [illegible] across [illegible] most [illegible] videogame.

You're seeing all this through the angelic eyes of Dr Kimberly Stride, the pneumatic [illegible] scientist who has inadvertently [illegible] up straddling a large amount of [illegible] equipment [illegible] dropuls [illegible] labyrinthine [illegible]

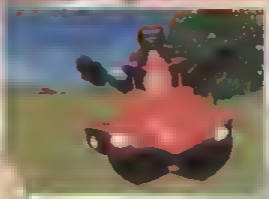
[illegible] Point (the Machinehead [illegible] ing tale [illegible] cyclist [illegible]

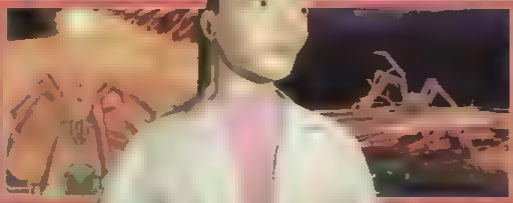
[illegible] bred a bit derivative, a kind [illegible] but it seems to have [illegible]

[illegible] Machinehead (that's a [illegible] next month



MIGHTY RETRIBUTION





NATURE OF EVO

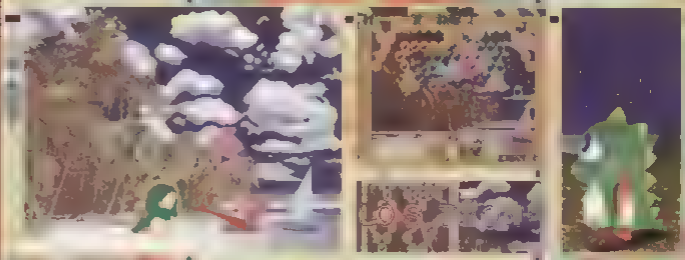
BLAM

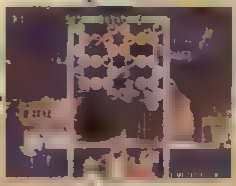
BUST-A-MOVE 2

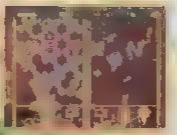
BY ACCLAIM

1-2 PLAYERS

COMPLETE

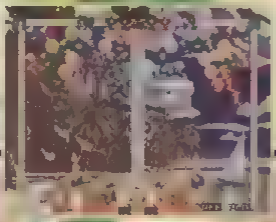






When this game arrived in the office, we were given a strict brief: "Nice cute game from Claire – she'll come over all cute again." Right you are sir. But no sooner had the typical puzzle tunes wafted out from the speakers, than she was over to the game, buzzing around like a dog sniffing a turd.

So what's so special about this particular game then? Well, for a start it's Bubble Bobble, sort of. Bub and Bob are back but, unlike their previous adventures, this is a slightly more basic puzzler. The action is similar to that of Magical Drop which we covered a couple of months back in that you have a type of turkey to shoot the balls up to the top of the screen to get rid of the others already there. The twist on this is that balls appear on your puzzle, instead of you having to drag them down yourself. Confused? Don't worry, when you play it, you'll know. The same addictive gameplay is here in abundance, so you'll never see any mates again and all in all, it's looking like being the best puzzler on Saturn to date. Just ask Claire.



FOR THE LONERS

Disney's
POCAHONTAS

BY	SEGA
GAME TYPE	PUZZLE
RELEASE	SEPTEMBER
PRICE	TBA
PLAYERS	1
MEG	16
COMPLETE	

Disney's POCAHONTAS

SPIRIT OF NATURE

...game are the animal spirits Pocahontas ... as she travels. By aiding a forest friend, she is ... with ... mystical energy that grants her a ... their powers. For example, the first she encounters ... stay. By ... she gains the power to run ... The game's ...

FUZZY FRIENDS

...fans will be ... supp...ted to note that ... are no ravenous wolves ... black widow spiders ... around the virgin ... Pocahontas' main ... comes from falling ... trees, three sprained ...

STEVE'S TIPS

"Ribbit! It's the Tips Frog here, revealing a load of top notch cheats from the Kingdom of Lord Fauntleroy. We're awfully excited about the range of cheats we've managed to churn out this month, especially The Horde cheats which have arrived via the pen and paper of Graham Williams from Cornwall. Excellent stuff. We also have tips for all of the new beat 'em ups, and the penultimate part of Steve's epic Shining Wisdom guide. Also, for a bonus, there's a D guide to help you overcome the nastier moments in Acclaim's spooky adventure game. Well, that's about as much as we can handle, so if any of you have any more cheats of this standard to grace these pages, send them to TOP HOLE TIPS FROG! CHECK OUT MY SPIFFING CHEATS! TIPS POND, MEAN MACHINES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. As ever, a prize of a Saturn game for the best Saturn tip of the month is still on offer for all you hungry tipsters. Toodle Pip!

SATURN

THE HORDE

FIRST CHEATS

A sumptuous round of applause must go **Graham Williams of Porthleven, Cornwall,** for being first out of the h with these frankly superb cheats to BMG's hopper game. To activate the cheats simply pause the game, and enter an he following codes, and then unpause **ALL** of them work, so if the benefits don't become immediately apparent, have a fiddle first.

LEFT, A, A, B, LEFT, A, RIGHT, DOWN
30 000 Crowns

LEFT, A, UP, DOWN, B, A, A, B
Reveal entire map

B, RIGHT, A, LEFT, LEFT, DOWN, RIGHT, A, A, LEFT.
Have all the weapons and items

B, RIGHT, A, DOWN
Speed up character

B, UP, RIGHT, DOWN, A, DOWN, A, RIGHT
Tele ort to next le

A, DOWN, DOWN, RIGHT, A, DOWN
Continue when village is destroyed

DOWN, A, LEFT, LEFT, DOWN, A, A RIGHT
[illegible]

As requested by [illegible] copy of Street [illegible] way [illegible] special presse

GUARDIAN HEROES

DEBUG MODE

STOP! Before we get the calls about this not working, I'll tell you all that this only works on the Japanese version, OK? Right, to access the debug mode, go to the options screen, and highlight the top bar of text. Now press A, C and Y at the same time, and a new debug menu option will appear at the bottom of the screen. Turn it on to give you all of the following cheats

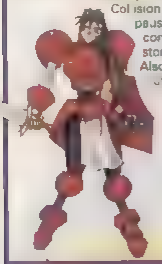
All of the characters on the VS screen are available for selection (they only disappear once the machine has been turned off)

A level select will appear once a new game in the story mode has been selected.

When you get the chance to improve your character at the end of levels, you can give them full bars on every criteria

Collision detection boxes can be shown by pausing the game and pressing L. You can completely top up your energy during the story mode by pressing X, Y & Z

Also, you can skip a level by hitting these buttons whilst in the story mode

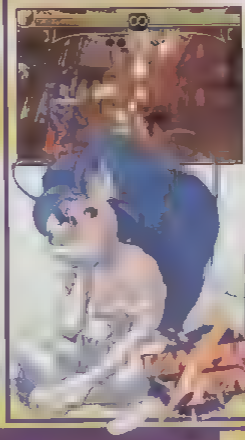


Forward 1 stage. R+Start
Back 1 stage. R+←+Start
Forward 2 stages: R+A and Start
Back 2 stages: R+←+A and Start
Forward 3 stages. R+B and Start
Back 3 stages: R+←+B and Start
Forward 4 stages. R+C and Start
Back 4 stages: R+←+C and Start

VAMPIRE HUNTER

VARIOUS CHEATS

The sequel to Capcom's awesome game to be featured this month, and we have a couple of cool cheats to speed the game up and gain an extra set of options. Firstly go to the options screen and highlight the Turbo Speed option. Now press X, X, Right, A, Z and you can move the turbo stars to a whopping level 10!! Now to call up the Appendix, go to the options screen again. Move to the Configuration option and press B, X, Down, A, Y and the Appendix will appear. In this you can select the original Darkstalkers music and backgrounds, switch to full animation and have the same characters fight each other (eg Gallon vs Gallon)



ULTIMATE MORTAL KOMBAT 3

004 700	Kahn's Cave
330 033	Jade's Desert
002 003	River Kombat
666 444	Scorpion's Lair
933 933	Ermac's Portal
091 190	Bell Tower
077 022	Bridge
666 333	Graveyard
800 220	Kahn's Tower
600 040	Kombat Temple
050 050	Noob's Stage
820 028	Pit 3
343 343	Roof
123 901	Soul Chamber
079 035	Street
880 088	Subway
206 206	Winner Fights Classic Smoke
717 313	Rain can be found at the graveyard
448 844	Don't jump at me
122 221	Skunky!
004 400	Watcha gun do?
550 055	Go and see Mortal Kombat the live tour

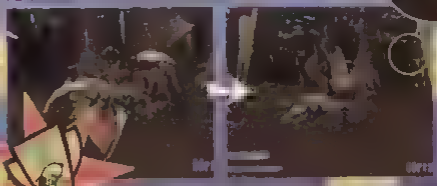
Ryan Button, who's friends with Mr Sparkle Button Moon, has been first off the blocks to send us his Kombat kodes for easily the best Kombat game of the series. Anyway, here they are for browsing at your leisure. Remember, each of the numbers represents the button presses you'll have to do to see the secret

...are a few examples of kombat kodes taken from the list above. Text messages are one of the effects that can be accessed ... you can also find some hidden fighter...

PANZER DRAGOON 2

SELF DESTRUCT, DIFFERENT

Another couple of helpful cheats, but we'll warn you that the self destruct ... at any point (it's not a reset ... so the game is saved, ... a game) simply press A, B, C, L, ... buttons at the same time. Also, there is an alternative radar which is ... on radar showing where your opponent is during high ... you can adjust your ... accordingly. Really jubbly stuff that



STREET FIGHTER ALPHA

SMALL TIT BITS

Here are a couple of little things to keep you entertained for a while longer - not that this game isn't very entertaining anyway!

To play the **Team Battle mode** you must complete the Dramatic Battle mode (see last month's tips for how to access that) and go back to the mode select screen and the new option will have appeared in the space under the **Training** option.

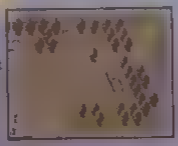
To Fight against **Akuma**, select a character, then hold the **L** and **R** buttons and the **B** button. Keep holding them until the game starts, and Akuma appears and decks your unsuspecting opponent.

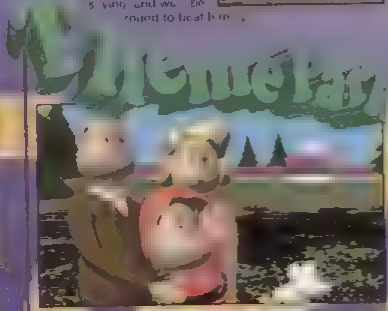
For a battle against **Dan**, simply win the fifth, sixth or seventh rounds and hold **L, R and Up** until the next fight has begun and a new challenger has appeared, which will be Dan.

THEME PARK

LOADSAMONEY!

John Howard [illegible] Stangroome has just [illegible] his tips deadline to speak to Simon for Theme Park. He says that you should [illegible] your name as Dr [illegible] won't [illegible] with the options, it doesn't affect [illegible] but it will give itself a bit of fund. When the [illegible] Buttons down together A, B, [illegible] hear a sort of 'Yeah' sound. The longer you hold the buttons down the more money you get. If this doesn't work straight away, point the cursor at the park entrance and [illegible] sound, then work their [illegible] saying, and will [illegible] round to beat [illegible]





KING OF THE FIGHTERS

BOSS CHARACTERS

Not really that useful, but we'll tell you it anyway. When you manage to complete the game in one player mode or in the team battle option, your reward is the chance to control the 2 boss characters, Omega Rugal and Saishu Kusanagi. Here are a list of their relevant moves anyway.

OMEGA RUGAL:

DIRECTIONS	BUTTONS
D, DB, B	Either Punch
F, B, DB, D, DF, F	Either Punch
D, DB, B, UB	Either Kick
D, DF, F	[illegible]

Special Attack: F, DF, D, DB, B, F, DF, D, DB, B + Weak Kick + Strong Punch.

SAISHU KUSANAGI

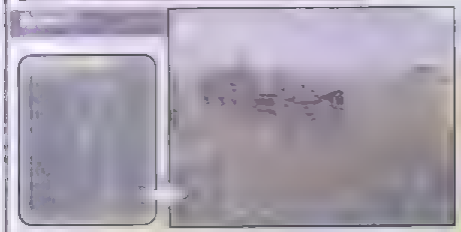
DIRECTIONS	BUTTONS
D, [illegible]	[illegible]
F, [illegible]	[illegible]
F, DF, [illegible]	[illegible]
Special Attack: D, DB, B, DB, D, DF, F + [illegible]	

GUNGRIFFON

Now here's someth ng orig na Cheats that actually make the game a little harder, instead of giving loads of lives and al that. Each of these codes must be entered on the Press Start title screen. To make the target marker disappear when the enemy is rea ly close (in other words you can't automatical y aim at them), press Left, Right, C, A and then Start.

To nearly double the strength of enemies attacks press Down, C, C, A and then Start. Be warned however, this wi make them really tough and you'll be overwhelmed in an instant.

Press B, B, B, Down, C and then Start to make the radar practically ineffective. It'll only show allies, so it is impossible to tell where an enemy will be coming from.

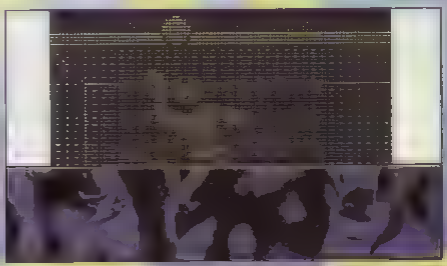


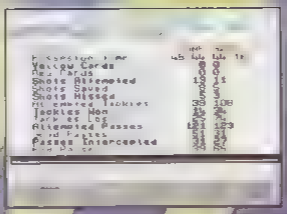
MEGADRIVE

PREMIER MANAGER

AND MORE MONEY

I've had a couple of people send in some cheats for this, but as I don't have a copy of the game in the office, testing them out was impossible, so I'll have to trust them. First go to the telephone and highlight the scout to Forward, Good (**) and Third Division. Now play 2/3 games and go back to the scout. The scout will have prepared a list of players for you to look at and buy. All the players that are between 21-29 years old, as they will improve most when you reach the higher leagues. That was sent in from Craig Fulton, of Kilmarnock, Stephen Grant from Warrington also sent in some tips. To control any team, select the demo game, and pick any team (ie Liverpool). Play for the season, save the game at the end of the season and reset the machine. Now if you continue from the saved game you should be able to control the team. Hurrah!



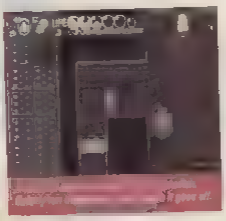


PART 3

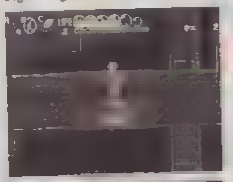
The next port of call is this Labyrinth, which is located in the top right of the map. Go to the Lost Forest entrance but don't go in instead, head to the top right to find the Labyrinth. You emerge in a room with three possible routes. Take the right path first, and dash across the crumbly platforms to reach the solid path at the top. If you want to get a pink health orb you can run across the second crumbly path to find one, otherwise, use the mole gloves and tunnel through the single square of sand.

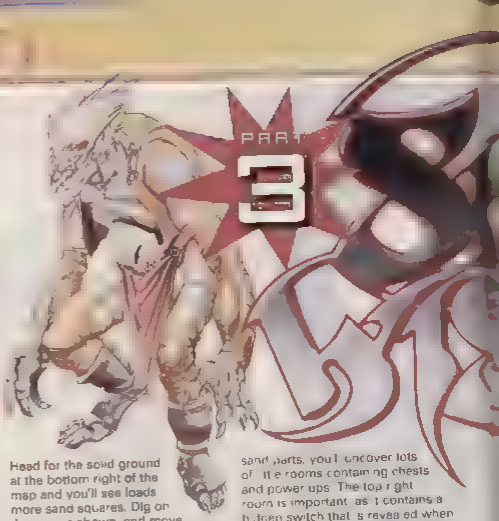
Dig through, and then pick up a bomb, carry it down to the end of the small passage and blow up the rock. Then you need to equip the heavy boots and the freeze orb, and use them to freeze the bombs. Pick up a frozen bomb, and take it to out of the passage, heading towards the Cyclops/rubber-tipped thing. Throw the bomb at it. Do that again, and it'll explode and reveal the blue key. Now go back, freeze another bomb and use that to push down the switch. Open the door and the skinny path will take you back to the start.

Now run along the conveyer belt



type floor tiles taking care not to fall down, and the blue key will open the door at the top. You'll emerge in a room filled with water, but if you look closely you'll notice that one small square is differently coloured. Walk over this and, using the freeze orb and heavy boots, activate the freeze shower. This will cause the whole of the water to freeze, and you'll be able to walk over it.





Head for the solid ground at the bottom right of the map and you'll see loads more sand squares. Dig on the square shown, and move round until you arrive in the sectioned-off room containing more sand.

By using the mole gloves and trying to tunnel through all of the sand parts, you'll uncover lots of little rooms containing chests and power ups. The top right room is important, as it contains a hidden switch that is revealed when you walk over it. Another blue key is up for grabs as well. Make sure you get both of those. The hidden switch will have retracted the spikes to the right of the sand section, so you can follow the paths all the way round, down to the next floor and out by another [illegible] of water. Freeze this again, and walk to the bottom left corner. [illegible] taking the route round to another level. You should find that you'll come to another switch that needs a weight on it before the door opens, so go to the right side of the room that you're in and freeze another bomb and bring it [illegible]. Now walk through the door and you'll come to another pond [illegible] the centre. Equip the magical hands, and the

KING DOM

spark orb and charge them up to bring a spark above your head. Throw this spark into the ring to make it disappear, and a path takes its place. Do this for all the rings you come to. Kill all of the creatures in the room with the door you can't get through in order to open it, and go to the final ring. Again, chuck the spark into the three rings, and the jump shoes will be yours.

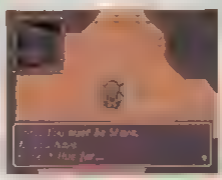
THE LABYRINTH

Now you have the jump shoes, go to the Thousand Year Tree and head down, just past the short cut to the Sand Labyrinth (it says on a sign), and jump across the gap (that sign warns of volcanic activity). Go through the rocks and onto the Fire Labyrinth. Once inside, fall off the gap to the left of the start, jump over the small hole, and go down the ladder in the bottom left corner. When you emerge, walk right, jump over the water, and then jump off the floor. Walk right and down back past the water and to the chest. Then stand on the edge of the water and freeze it so you can get across. Go straight ahead, under the bridge and up the stairs. Go through the first room, and when you see the hole on your right, walk left and jump over the gap and go down the stairs. Go right, over the moving conveyer belts, and then down, jumping over the gaps until you reach another ladder. When you emerge, go right and get the chest situated in the centre of the cavern. Be careful though – the platforms before and after it will crumble a second or

two after you touch them.

Step on the switch, and you'll go through to a room containing some sand squares. If you dig upwards from the one located in the top left in the room, you'll go through to a power up. Now go back down the ladder you came up. Go back to the conveyer belts and this time continue right, sliding under the pole you see in the adjoining room. Jump over the gap, and go down the ladder. You can now open the door with the blue key. Go through to face the boss.

Defeating Guard the elf will take time and patience. As he floats



about the area he'll summon fireballs that shoot towards you. At this point, you should freeze the balls so they turn to ice, pick them up with the power gloves, and throw them back at him. This will take lots of attempts so keep at it. Your reward will be the blaze orb. Now use one of your angel wings (you should have one), and you'll end up at the start of the Labyrinth.

Equip the blaze orb and the power gloves and then take the first passage on the right, the one blocked by ice. Use the fire dragon to smash it, and go down and over the gap to get a record book. Then go up, smash another block and go left to get the all important passage mirror.

NORTH VILLAGE

As you enter, make sure you go to the well at the top right and drink the water, as it will completely stock up your life. Then talk to the trench, and it'll tell you about the fountain. Now go to the pond at the top left of the village. This has to be one of the toughest parts of the game so far. As you go into the maze, you'll the left and right controls have been reversed. However, if you go up a room, then through the right door and down, you should be in a room with a differently coloured floor. Use the passage mirror in here and the whole level will be reflected back to it's normal state. Other parts of the stage require you to be back in the reflective stage. From here on, the room will be referred to as the

reflective room.

With the level in its normal state, go right through two rooms, and then go to the top right corner of the room and pick up the bomb. Quickly take it to the brown door in the bottom right of the same room, so the bomb blows it up. Now go back to the reflective room and use the mirror. Now come out and although you should go to the same room, it's reversed, so go left as far as possible to the room with the spikes. Go to the face that spits out bombs in the bottom of the room, and then freeze a bomb and take it to the top, and blow away the eye door. Now go up through another room and do the same thing again, freeze the bomb and blow up the eye door. The chest contains a healing herb.

Exit the chest room and take the exit in the right wall in the next room. Walk round the spikes and another face in the wall will spit out three large bombs when you get

close. Take one of these and blow up the door next to it. Now go through here and right to get an angel's wing. Go back to the reverse room, and then go back to the rooms just mentioned containing chests (remember directions are reversed). One of them contains the all-important blue key.

Go back to the reflective room, and change back. Go up, pick up a bomb from the mouth in front of you, and then take it to the door to the far right of the room and blow it up. Reflect back to the normal state in the reflective room, and then go left, and up. At which point you should be standing in a room with a bridge to your right. Peg it across this bridge, as it collapses as you go, and then pick up one of the three bombs that the mouth spits out and again, blow up the adjacent door. The door in the far left of the room will open now you have the key. You now go on to face Karry.

Karry appears difficult at first, but

she is in fact pretty easy. Equip the jump shoes, and then jump over her ball and chain as she swings it around. When she throws it out in a straight line, this is the time to attack. Quickly switch to the sword and hit her while the chain is still extended, and switch back to the jump boots and repeat the process. You'll be whisked back to the Hobbit village, with all its inhabitants safely back in their dwellings.

HOBBIT VILLAGE 2

Walk around all the houses and talk to the people that you meet. When you walk into the Hobbit elder's house, he'll chat to you and present you with the Pegasus Helm. Now drink from the well again and, if you can afford it, buy a bottle from the bloke above the well. Now head to the Wind Labyrinth. It's the Labyrinth in the dark area below the Thousand Year Tree.

WIND LABYRINTH

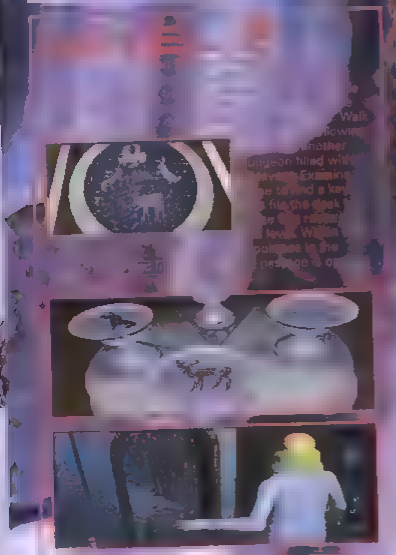
This is actually a very [illegible] requires [illegible] of [illegible]. The [illegible] shot [illegible] [illegible] time [illegible] flame [illegible] It's [illegible] are [illegible] door [illegible] in [illegible]

It's all getting a bit frenetic now. The final part of this epic guide will be revealed next month, and the final battle with the Giant Seeega will be upon us
4
out
5
6
THROUGH HERE

LEVEL 1

through the dining room and up the stairs on the left. door ahead and examine the fireplace. This reveals a Then walk over to the chest of drawers and open the top the piece of paper you retrieve and replace their the dining table. There is a bowl of liquid halfway left-hand side of the table. Dip the paper to reveal a clue. Replace the bowl. Open all drawers and open them sence to find a key. Take the key. Examine the chest of drawers and examine its this object and the drawers. Use the key to unlock its ome room. Leave the room and open the door on the door and examine the clue. Return to the dining room and open the top right-hand corner. In the left chamber behind this door is a numerical combination lock. When the lever is lowered, the first barrel will spin. When raised it stops. Lowered again, the second will spin, but when raised again, the second barrel will advance by the same amount of numbers shown on the first barrel. Use the clue on the floor to find the combination. An item allowing your passage to level two lies

D-MYST



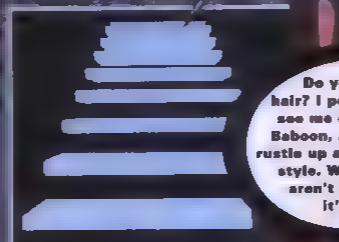
LEVEL 3

You are

The fourth letter of the Alphabet: it's B-lightful, it's B-lovely it's Acclaim's B. Story's B has created a B-loved frothful frenzy in dreams where its follow-up, Zero, is eagerly awaited. With this in mind, we provide you with a no-nonsense solution to the first game's problems.

FINAL LEVEL

Once the window has been shot through, you'll emerge at the bottom of the lenkpr. Climb it and you'll eventually come to a long, darkened corridor. Walk along, and when you get about half way through, you'll also notice, turn to the right and walk forward into the wall – it will open to reveal a recess. Go in and you'll access with a mumble. You have to turn the two cogs so that the hole on the very end and the red ball on the bottom one match up. This will reveal the message to your father. Wait for the sequence to end, and when he turns into a demon-type thing use the pistol to shoot him. Then sit back and enjoy the ending!



Do you like my hair? I popped down to see me ol' mate Vidal Baboon, and got him to rustle up a bit of a swanky style. What? No, they aren't bits of rope, it's plaits.

...with thanks to P... E... w... ar... us...

LOADED

GREMLIN

JULY

£44.99

BLAST 'EM UP

1-2

CONTROL: JOYPAD

BASIC DIFFICULTY: TOUGH

CONTINUES: 5

SKILL LEVELS: 5

RESPONSIVENESS: GOOD

Appeared on the Playstation in much critical acclaim at the beginning of this year. The Saturn conversion was a more formality.

You are a prisoner in the high security penal colony on the planet, DANLE. You must escape the prison and kill T.U.S

COMPLETE SPACE PORT !

62 MI

T

IF YOUR NAME'S NOT DANNY...

CAP'N HANDS

Moderate

Average

Flintlocks

Vortex Bomb

PSYCHO'S BACK!

What [illegible] would you expect to find in a prison library [illegible] sports are anything to go by, pool [illegible] and [illegible] probably the [illegible], we'll [illegible] Loaded for the ultimate in Psycho gaming experiences.

FACT FILE #2

FWANK

SPEED: Slow

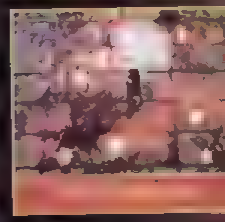
ARMOUR: Good

[illegible]:
Neutron Spheres

ULTRA BOMB:
Homing Teddies

DID YOU SPILL MY PINT?

Each of the 6 characters is equipped with a special attack that [illegible] bomb clearing the screen of all the [illegible] of these are the standard explosives you may have seen [illegible] other characters, but others are very much unique to this game. Take, for example, Mamma's Ripple Grenade that makes the whole floor rock, wave style.



FACT FILE #3

BOUNCA

Moderate

Medium

Missiles

Frag Missiles

[illegible] completely over his head on the

FACT FILE #4

BUTCH

Fast

Medium

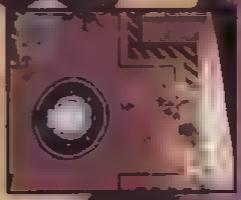
Flame Thrower

Explosive Ring

Check out the way the area around Butch lights up when he uses his gun. Cool

LOCKSMITHS 'R' US

Beneath all the carnage and destruction is a brief task linked to your exiting the current level. Most of the time this requires locating and [illegible] coloured pass keys that open each of the doors. It's these keys which allow access to the representative coloured sections. And do you know what the good thing is? The keys are usually located in the darkest depths of each section, so you end up wading through the whole of the levels. Still, at least you get to maim a few more zombie-type blokes.



FACT FILE #5

MAMMA

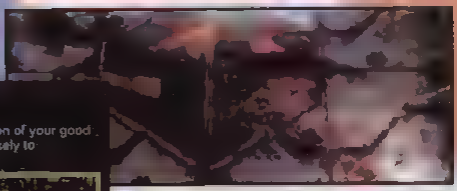
Slow

Good

Plasma Gun

ULTRA BOMB

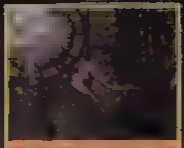
Ripple Grenade



NME'S

The psychos aren't the only ones whose primary objective is to rid the prison of your good selves. Here are a couple (and only a couple) of the other enemies you're likely to encounter on your travels.

BLUE GUARDS



DARK ZOMBIES

LIGHT ZOMBIES

COMMENT

STEVE

A bit of gratuitous violence whisked in with loads of shooting action and a splattering of blood sounds like a recipe for success in my book. And this game delivers in every respect. The only problem is that I think I'm turning into some form of bloodthirsty crazed psychopath. I NEED MORE, heh, heh. Ahem, excuse me. The game doesn't start at a leisurely stroll – it's more of a hundred metre sprint because you're thrown straight into the deep end. The main argument from people who dislike this is that walking along and shooting a bit is far too repetitive. But that is what made me play this so much. The fun I had from splattering people all over the tarmac was immense, and just encouraged me to do it some more, and get further and further into the game. What is also noticeable is that the tunes suit the atmosphere the game aims to create down to a tee. Rock 'ard pumping tracks, etc. I [illegible] I like this game, and I think the only thing that fairly sums it up, is purchase now for the blood party, shooting frenzy of your life. Or something.

PARDON ME, WHERE'S THE EXIT?

Your guide to the stages comes in the form of a small radar located in the top left hand corner of the screen. Understanding what it tells you is very important...

COMMENT

MARCUS

This is just the sort of mindless, violent, frenzy-inducing video game filth that gives people like us a bad name. And I love it. Perhaps best described as an overhead [illegible] of Doom, Loaded manages to be even gorier, with some very impressive graphics working in perfect, or, harmony with some of the best sound effects I've ever heard in a game. The lighting effects work in subtle ways that you initially don't register, but which ultimately contribute to a genuinely dank and gloomy atmosphere. Even the substitution of a fine mesh effect for the smoky transparencies works pretty well, and the game is refreshingly free of the slow-down the Playstation version suffered when things got frantic. Yeah, it's a bit repetitive, yeah there's not much variation in gameplay, but the buzz you get from blasting away in the most politically incorrect game yet far outweighed any doubts I was harbouring.

Loaded rocks

FACT FILE #6

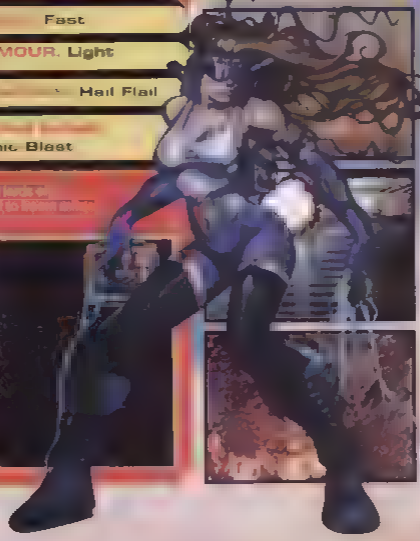
VOX

Fast

ARMOUR: Light

Hail Flail

Sonic Blast



▲ The Saturn pulls off all of the light tricks, whilst the game creates the perfect atmosphere. The smart bombs are superbly done.

▲ The rendered bits on the character select screens look good. What the in-game animation doesn't seem as polished as it could be.

▲ Pounding tunes, including two tracks from Pop Will Eat Itself, are the order of the day. Most excellent.

▲ The explosions are awesome. And the other little effects like moving doors and gunfire are good.

▲ So much to shoot. Mass murder ahoy! Maybe too repetitive. No real variation on the levels.

▲ If you remain from using the easy settings (they are still hard), this is mega tough.

Gremlin come up trumps with an excellent conversion. Shoot, shoot and shoot some more! Blasting fun at it's very best.

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BY ACCLAIM

JUNE | TBA

SPORTS

1-2

CONTROL: JOYPAD
GAME DIFFICULTY: EASY/ARDUOUS
CONTINUES: RAM SAVE
SKILL LEVELS: 7
RESPONSIVENESS: OKAY

Acclaim wastes confidently into their natural constituency. American sports.

Hit balls and score runs on the diamond, catch your opponent out.

42-2 Baltimore Minds

No one plays baseball in Britain (apart from a sad bunch who convene in Hyde Park of a Sunday morning). Therefore, UK sales of baseball bats can be broken down into the following: Hyde Park Baseball Club; 3 per annum. All other baseball players, 26; Reg's quick debt collection agency, 15; Millwall supporters' club, 300; Metropolitan Police (er, baseball 'social club') 158; Acclaim (for PR purposes relating to baseball games) 3012.

Ironically, not it, that baseball bats are [illegible] for hitting anything [illegible]s a ball (which you will [illegible] if you've ever tried) but are just the ticket for hitting people. Acclaim [illegible] decided to play ultra safe and [illegible] with a ball game, not a beat 'em up. And to endorse this motto [illegible] tured masterpiece they've found Frank Thomas, who is [illegible] assume famous in the States. Not to be confused with [illegible] Thomas, which is a slang term for your willie. And would take [illegible] kindly to baseballs being pitched at it.

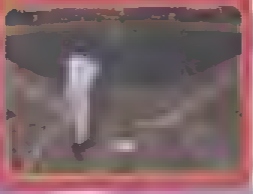
R N E T H

BIG H

B S E

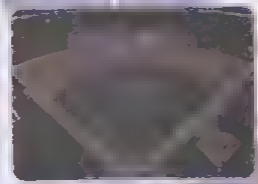
SLUG-U-LIKE

[illegible] Acclaim's [illegible] of the [illegible] game is [illegible] realistic movement of the [illegible] ayers. In fact [illegible] player [illegible] swings in their batting position stance. The board of [illegible] a home run or [illegible] when we [illegible] [illegible] [illegible] [illegible] the ball [illegible] by moving the D-pad or you



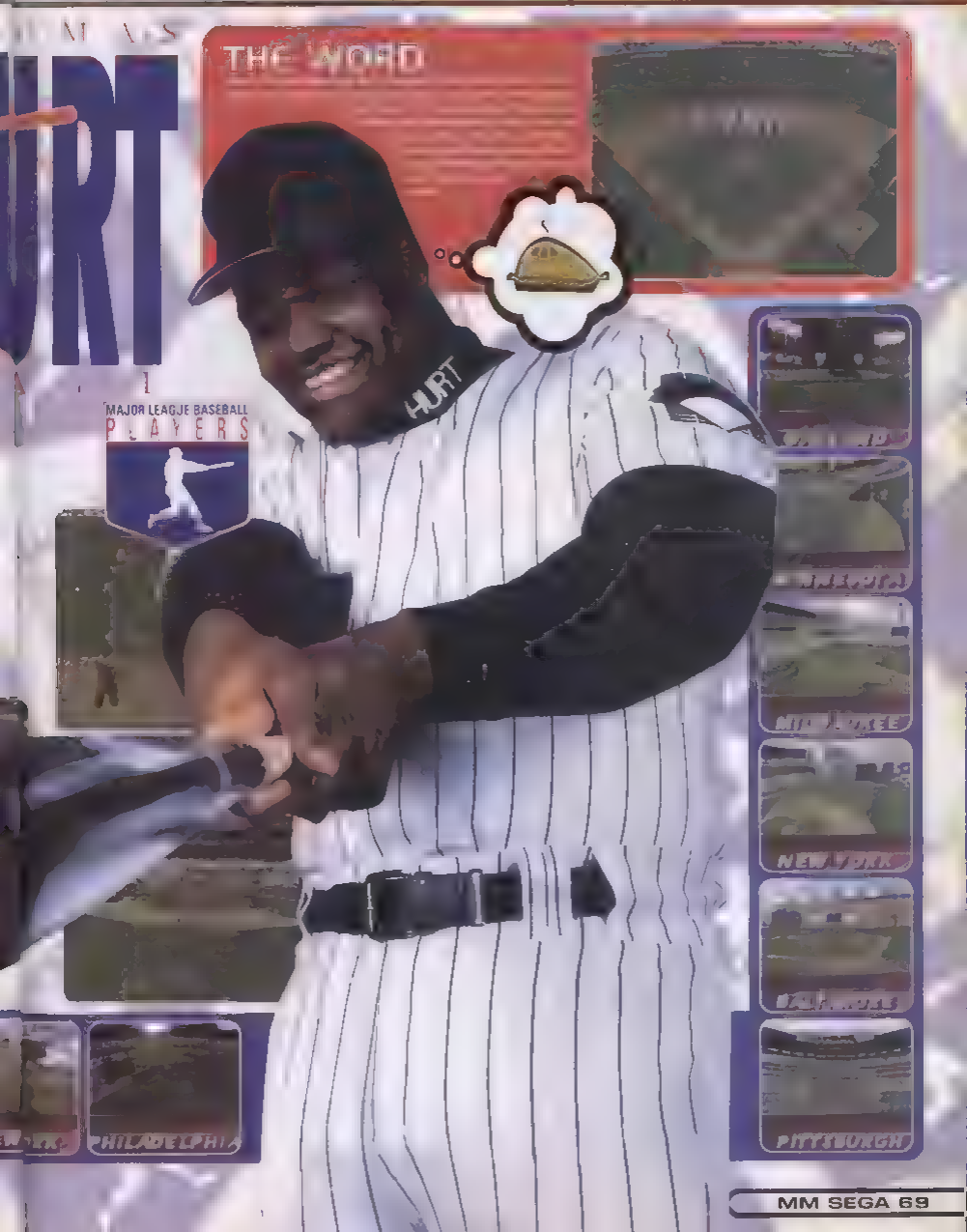
ETA

[illegible] is pretty easy as the computer usually selects the nearest fielder according to the ball's trajectory. The inclusion of a marker showing the ball's [illegible] landing spot is a big bonus, but if you feel [illegible] makes the game too easy, it can be removed.



NATIONAL GRANDSTAND

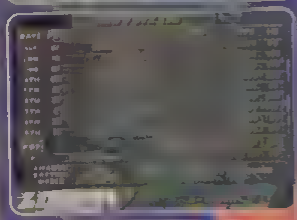
Big Hurt's outdoor World Series Baseball in the [illegible] home arena has been digitised into the game, so your surroundings change with each league encounter.


THE WORD
HURT
MAJOR LEAGUE BASEBALL
PLAYERS
PHILADELPHIA
PITTSBURGH

INSIDE LEG

Big Hurt baseball is a classic American-style sports [illegible] the obsessive one-upmanship [illegible]. Even back in the Genesis days, games covered the game performance and statistics of dozens of professionals. With Big Hurt, this is taken about as far as is possible. [illegible]

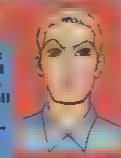
Amongst [illegible] these you'll [illegible] say some [illegible] the big names like Cal Ripken, [illegible] they [illegible] useful [illegible] moulding [illegible]



COMMENT

Finally, a choice of baseball games on the Saturn, if that's what you really want. I expect not, but World Series from Sega did okay, and was generally deemed to be a fair version of the sport. Acclaim's bid is neither much better or worse. It scores highly in a dedicated coverage of the game as it is at the moment in America, complete with a wealth of statistics. The commentary is also handled in a more atmospheric fashion, although the crowd are pretty mute. It's an easier game than World Series, as the computer fielders are less proficient, so the frustrating turnover of innings without score is less likely to happen in Big Hurt. You can also make it considerably harder for yourself by turning off the ball marker. The main letdown is the rather poor batter figure, considering the much vaunted motion capture employed. All in all a reasonable version of a niche (here at least) sport.

COMMENT



Sorry, but I really can't get enthusiastic about baseball at all. The real thing or the computer game versions, all of them are boring and in my opinion represent a glorified version of our own dull sport, cricket. The problem with this is that there is nothing to immediately grab you into playing for longer. The controls are strange and awkward, and don't really allow you the freedom of movement (with pitching especially) that other sports titles give you. And the chances of getting people round all of the bases before you get three outs are slim as well. Not my cup of tea.

CONFERENCE CALLS

78

▲ Solid enough fundamentals, with some variety in the motions.
▼ Dull unanimated crowd scenes. No 'video wall'.

77

▲ Okay pitcher, fielder movement.
▼ Unexciting running and batting.

67

▲ Very little and none of [illegible]

87

▲ Like the voice of the announcer's voice, though he's not actually impressive.

82

▲ [illegible] with both pitching and batting.
▼ The computer is a bit stupid.

STABILITY 86

[illegible] and not too frustrating.

OVERALL

Well composed, and generally accomplished baseball simulation with no stunning features or [illegible]

82

GAMEplay

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SATURN TOP TEN

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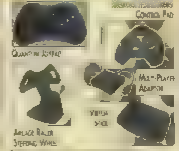
2. WIPEOUT
3. MAGIC CARPET
4. VIRTUA COP+GUN
5. SEGA RALLY
6. FIFA '96
7. VIRTUA FIGHTER 2
8. THUNDERHAWK 2
9. F1 CHALLENGE
10. DAYTONA



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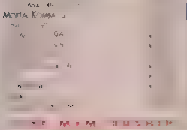

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SEGA

JULY

£30.99

ADVENTURE

CONTROL JOYPAD

GAME DIFFICULTY HARD

CONTINUE

SKILL LEVELS 1

RESPONSIVENESS SLOW

Originally a book by Terry Pratchett, this became a successful PC point-and-click adventure. It also appeared on the Playstation.

Kill a pyromaniac dragon, infiltrate an evil cult and try to persuade people you aren't normally wearing a dress.

PUBLISH ACT ONE

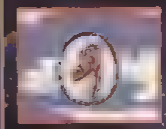
Rincewind, the inept wizard who couldn't even get your spells right (sippy) is good, but not if it comes to this game. Then you're certainly none the wiser. You play the 'cosmic' (we use the term loosely) wizard Rincewind, who inhabits the far out flouncy city of Ankh Morpork. Well, it's not strictly flouncy as such, more like resting on the back of a giant turtle called A'Tuin. Hmm.

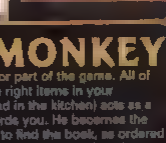
Weird enough yet? So, this city is under attack from a giant dragon and you are the only apprentice wizard naive enough to do the job. But, should you choose to undertake the task (actually, you don't have a choice) then you'll slowly discover just how big the game is. The style is similar to Monkey Island, in that there is supposed to be a strong humour element to this, with you having the ability to abuse anybody you talk to. This doesn't always result in the information you require being handed over, but it may bring a small smirk to your lips. Be warned, however – you may reach for the volume switch when all that tedium and pent-up frustration itches to get out.

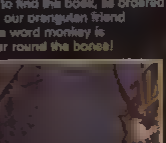
I'll just powder my nose and do my sippy! Being a star is both hard work!

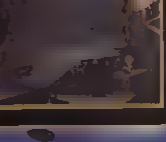
DON'T MENTION MONKEY

Despite his problems speaking English, the Librarian is a major part of the game. All of your initial conversations with him are gibberish, but with the right items in your possession, he can become a very useful pal. A banana (found in the kitchen) acts as a library card, and he then becomes a whole lot friendlier towards you. He becomes the useful link to travelling through L-space, and when you need to find the book, as ordered by the Arch Chancellor, he's your man. Er, monkey. However, our orangutan friend doesn't take too kindly to being called monkey. Every time the word monkey is mentioned, our hairy chum appears and clobbers the offender round the bonce!



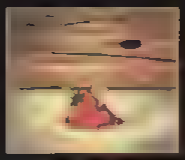


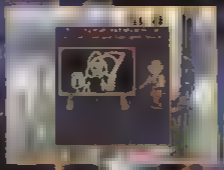




EEERRRGGGHH! MAGGOT!

When you amble into the square, many curious things await. You can learn how to pickpocket people, visit the Psychiatrickerist's (boom, boom) and even chat to a scantily clad soldier who threatens to kill you if you make a pass at her. And by picking up a tomato, you're able to throw it at the Tax Collector who is locked in the stocks. Pick up a second tomato, and a small cut screen appears with you discovering a maggot inside it. Grab that maggot, because later in the game you'll need it for a spot of mouse fishing (just play the game!).

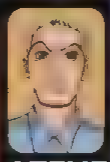




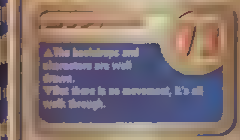
COMMENT

MARCUS

COMMENT



STEVE



△The backdrops and characters are well drawn.
▽But there is no movement, it's all walk through.

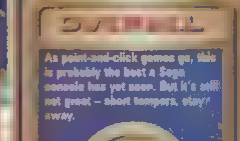
△The characters all move smoothly, and pretty realistically. And the responses help to break up the game.

▽More reports than the BBC.

△Everything has speech where it is needed.
▽But some of the conversations last longer than a constipated turd-cooking contest.

△The puzzles range thick and fast...
▽...but no do spells of boredom and frustration.

△Bloody hags, this is.
▽Have you got the padlock?



DARREL

As point-and-click games go, this is probably the best a Sega console has yet seen. But it's still not great – short tempers, stay away.

SEGA

JULY

£30.99

PUZZLE

CONTROL: JOYPAD
GAME DIFFICULTY: ADJUSTABLE
CONTINUES: Passwords
SKILL LEVELS: 3
RESPONSIVENESS: OK

A Saturn conversion for the latest instalment in the saga that is a puzzle game phenomenon.

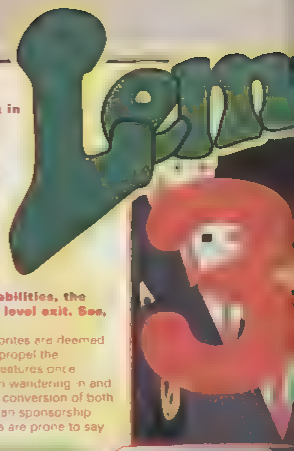
Prevent the hordes of green-haired rodents from marching to their doom...in glorious 3-D!

SEAT [illegible]

LEVEL 12

It's hard to believe that DMA's Lemming creations are now approaching their fifth birthday. Way back in the days when the Master System was considered state-of-the-art, Psygnosis unveiled a puzzle game for the Amiga so simple, so ingenious and so [illegible] **that within a year it would appear on every format known to man and within three years give birth to sequels of every description - Christmas Lemmings being the perfect example. As with all the greatest puzzle games to date - Mean Bean Machine, Tetris etc - the idea behind Lemmings was a simple one. 100 of the green-haired critters will quite happily wander into the traps left in each of the scrolling levels unless the player does something about it. Using a series of icons to endow them with climbing, digging, or explosive capabilities, the player was left to help steer the stupid creatures to the level exit. See, simple.**

[illegible] in the world of 32bit machines the tiny Lemmings sprites are deemed [illegible] Psygnosis are set to wow Saturn owners as they propel the [illegible] he third dimension. As such, whereas the stupid creatures once wandered quite happily from left to right the player now finds them wandering in and out of the screen, making things doubly difficult. 3D Lemmings is a conversion of both [illegible] and PlayStation versions. But mercifully, without the Jolly Bean sponsorship which plagued the Sony version. 'Let's Go!' as our Lemming friends are prone to say.



JOBS FOR THE BOYS

Initially, the Lemmings are brainless fools who will quite happily wander to their doom unless prompted otherwise. At the bottom of the play area, though, are a number of icons which have a number overlaid on them. This indicates the number of moves available to steer the Lemmings to safety and include:

Stands still with his arms out to prevent any Lemmings from passing. Particularly useful to stop the rest of the herd dropping off the edge of a cliff or some similar hazard.

Similar to the Miner, the Basher can pound his way through the toughest obstacles using his fists! As demonstrated by some of the world's greatest boxers though, the Basher is limited in IQ and can only be used when directly next to the object he is to demolish.

Falling too far is the greatest cause of death amongst the Lemmings fraternity, but these guys have the perfect cure. As a Lemming falls, selecting this icon arms the falling fool with an umbrella which daily slows their descent.

If you can't get over something, go under! Diggers are superb tunnelling experts, but their skills are a little lacking in that they can only dig straight down. Which brings us to:

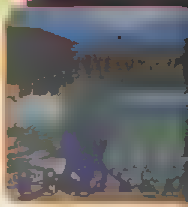
If something is the blocking the way, Bombers will willingly give their lives to open the way for their colleagues. On priming a Bomber Lemming, a countdown appears above their head — giving the user valuable time to clear away any others in the area before they blow!

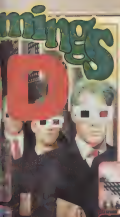
Whereas a Digger can only go down the Miner is a more versatile fellow and uses his trusty pick axe to dig a horizontal path. If he comes across anything too tough to dig through, however, the Miner will down tools. Just like the real thing.

Breaching seemingly impossible gaps is this fellow's forte. If the edge of a gap is close to a nearby pathway, the Builder can be nudged into building a bridge between the two areas. Be warned, though, his creative urges only last a short period.

Sheer rock faces prove no problem to the Lemming equivalent of Chris Bonnington. Simply endow the Lemming nearest the wall with this power and he'll pull himself up any surface. Simplicity itself.

A new addition to the 3D world. A Turner acts like a Blocker but as opposed to stopping his colleagues, the Turner will urge them to take a different route. The Lemming equivalent to a traffic cop.





NOW IN 3D!

The levels in 3D Lemmings ... combining ... assorted views proves a ... the more distant views are ...

MARCUS

STEVE

GRAPHICS 76

▲ Smooth-scrolling 3D play areas, and varied in design.
▼ However, the 3D is pretty pointless to the game.

71

▼ Minimal. The Lemmings shuffle along and backdrop movement is non-existent.

77

▲ Typically upbeat background tunes.
▼ Irritating in the long term.

81

▲ Lemmings fans will ...
▼ Saturn owners will wonder why there isn't more to it.

76

▲ The icons used to control the games are simple enough.
▼ Sadly, moving around the screen is a pain in the arse.

71

▲ Plenty of levels.
▼ The basic lack of excitement kills any please to progress all immediately.

OVERALL

The 3D is completely pointless, and only serves to detract from what is, at heart, a very playable game.

73

CAPCOM

OUT NOW (IMPORT)

IMPORT (£65)

PLATFORM

CONTINUE JUMPAD

GAME DIFFICULTY HARD

CONTINUOUS PROGRAMME

SKILL LEVELS 1

RESPONSIVENESS AWKWARD

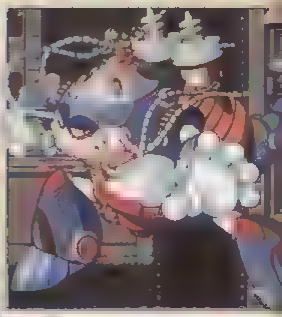
Megaman (as it's known here in Europe) first appeared on the NES many moons ago, and spawned numerous sequels. This is one of those sequels.

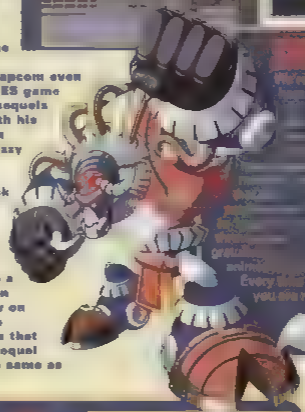
Kill a dictator and his henchmen, destroy their minions etc. You know the score.

JUST DON'T BOTHER

MEGAMA

As far as sequels go, most good films and games will end up having a rather poor follow-up. It's sod's law. Take Police Academy for example. There's not just one duff sequel, but six of the little buggers. SIX more films about a bunch of [illegible] who screw up an assignment, before they discover that they actually succeeded and everything turns out all right. In computer game terms, however, nothing can even come close to the sequel-tastic Megaman. The metal-armed one has appeared in countless games (Capcom even started the first SNES game at ten, so the NES sequels could catch up), with his spud gun-esque arm weapon and his sneazy blue suit. The big surprise is that, having been the rock in Nintendo's third party platform department, Capcom decided to release the Megaman games on a Sega format, first on Megadrive, and now on Saturn. What isn't a surprise however, is that the format of this sequel remains exactly the same as the others...





[illegible] Mega CD territory

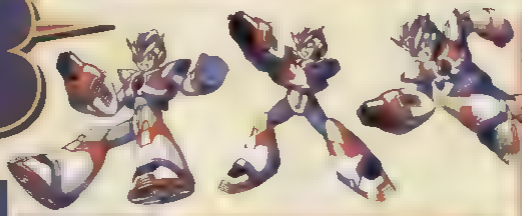
[illegible] and a few Rocky [illegible] Megaman is very different. Every level you select is [illegible] you are rewarded with a short manga style cartoon, showing what you are trying to kill and [illegible] style of background.

NOUGHT.. ZIP. ZILCH...ZERO

[illegible] Megaman [illegible] each of the [illegible] bosses [illegible] special [illegible] Shooting [illegible] has only [illegible] grenades [illegible] he's a b[illegible] Special [illegible] Bubble [illegible] Missile [illegible]

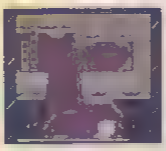
However, [illegible] fight against the bosses, and he is only selectable once every level. Oh, and he only has one life.

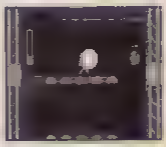
X3



TRIPLE PROTECTION, WITH MORE!

In case you're getting these days, there is a Megaman provided more power than any wings. You walkers and droids to in to one of the have been bipedlers become active, and ready for some mass destruction.





COMMENT

STEVE

COMMENT

MARCUS

Unless you're a collector who can't live without the series, you should wait for a hi-res version before even considering it.

GRAPHICS 57

▼We couldn't spot any major differences between this and the SNES version!

SOUND 57

▲The stage type bits are nice touches.
▼But again, nothing notably improves on the SNES.

PLAYABILITY 58

▲And the good ones remain!

LASTABILITY 57

▼Explosions, shots and chunks of sound, missing now there.

CHALLENGE 58

▼Because of the glittering prizes, you won't want to play this at all.

OVERALL 58

▲Well in parts!
▼Unremitting. Some sections are unbelievably hard.

OVERALL

What could have been a nice addition to the Saturn platform seems has turned out to be nothing more than a straight SNES conversion. Oh dear.

57

CONTROL
JOYPAD
GAME
DIFFICULTY
HARD
CONTINUES
PASSWORD
SKILL LEVELS
3
Japanese puzzle game with [illegible] fun, ok, 7/10. Will be classic [illegible] released with the PC and UK Saturn version.
Match up the animals with their favourite foods and avoid filling up your screen with plants, or you'll lose the game.

What kind of problems would the monarchy of the Baku Baku world have compared to our own beloved royal family? Well let me say that they don't catch the gardeners growing cannabis plants in their sheds, and they don't have some ginger tart marry into the family who then gets caught having her toes being sucked!

Oh no, the only worry for the King and his family is finding a new Royal Zookeeper. Anyway, this new position is up for grabs and needs filling (a bit like Diana) and it just happens that you're the person for the job. You play Polly, a young lass who has a way with the animals, and your aim is to work your way through the kingdom beating off all the other applicants for the job, before facing the royals to prove you are worthy of the title. Only then will you get your dream job, the accolades of the King and Co. and the end of the game, but that's not as easy as you may think.

BAKUBA

PASS AND MORE

Something that didn't appear in the Saturn game which has popped up in this version is the password system. After every game you will receive the completed password screen as heard. But, instead of having the standard worlds or numbers for the codes, each one consists of 4 icons all taken from the characters in the game. Here are a selection to help you on your way in the normal level.

SHE TRIED TO THE ANIMALS

The object of the game if you have been locked away for years, s to match up the various objects with the animals that like them. r e banana and monkey, bone and the dog etc The more you can eat in one line, the more points you rack up and the more blocks will fall over onto the other side and your opponent, so they lose quicker It s all very sophisticated

AKU

COMMENT

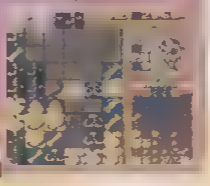
STEVE

COMMENT

MARCUS

MORE BANG ACTION

We r not quite. The Saturn version had the advantage of having both players on screen with simultaneous action The Gear version obviously can't handle all of this, so the programmers have compensated by putting a miniature version of the opponents the bottom right corner just so you can gauge over at what is going o You won't actua e at make out what is going o t s helpful sometimes of need



GRAPHICS 88

▲ Clear and crisp. The characters and their surreal items of munch are clearly defined.

SOUND 78

▲ The munching animals pose the tunes..
▼But had to be made a little smaller

VALUE 87

▲ Top music. You'll be humming them in your sleep.

PLAYABILITY 81

▼ Couple of annoying noises, a thud every now and then and that's about it.

CHALLENGE 91

▲ Be addictive it's almost unbearable. The two player mode will destroy your social life.

LASTABILITY 91

▲ As mentioned, hours in two player mode.
▼ Seems to be a tad too easy in the one player game, however.

OVERALL

Although this lacks in one player mode, there is still enough here to keep you addicted. The best Game Gear breath fizzes that comes your way.

88

ACCLAIM

JULY

£44.99

WRESTLING

CONTROL JOYPAD

GAME DIFFICULTY EASY

RESPONSIVENESS OK

Well, the WWF has been around in one form or another for bloody ages now, but this marks to the newest attempt at creating the perfect wrestle-fest.

Get into "The apparel shake" as the commentators perceptively put it, and learn to snap out of submission holds in seconds.

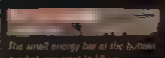
WIN INTERCONTINENTAL BELT

BELT UP WILL YOU!

There are two skill levels to this game, but instead of coming in the form of easy and hard, boring old rubbish settings, you get the choice of either the Intercontinental Championship Belt (Easy) or the World Wrestling Federation Championship (slightly harder). The difference in the battles is the number of people you have to fight in the process. The easier belt (I can't be bothered to keep saying Interwotsit thing) starts you off against a single wrestler, followed by two fighters about three fights [illegible], and then, for the final fight, you have to beat three men. All that changes for the harder setting is that you get to fight two people from the start instead of one, and the final fight is against four men!

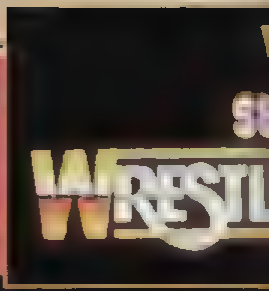
FOR WHOM THE BELL TOLLS

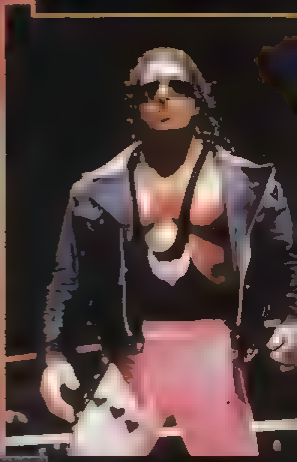
Another nifty little feature of this game is the combo meter and the effect it can subsequently have on the battle. It works in a similar fashion to the strength meters featured in Streetfighter Alpha. During the bout, the bar will slowly rise with every hit and special attack that is landed on an opponent. When it reaches the full level, this is the moment to those buttons as the combo is charged and ready. To activate the combos, you must be in a grapple, then press forward twice, followed by all of the subsequent buttons. If done correctly, it can result in up to 25 hits for certain characters.

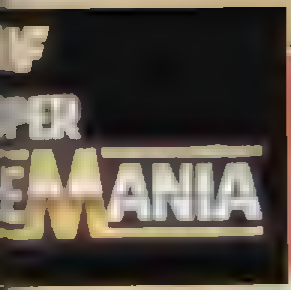


The small energy bar at the bottom is what you want to fill up!

Then the combo meter will flash and you'll be able to try [illegible] the opponent about to [illegible]







FROM THE GRAPPLE

The idea of the game is simple – beat up your opponent. Now, this can be done in a variety of ways, using conventional punch and kick type moves, or by utilising some of the more adventurous throws and holds, or high risk attacks, to give them their proper name. These manoeuvres gain their name from the added risk element that accompanies their various button presses. The risk is that you are more likely to succumb to reversals, which damage your energy bar.

COMMENT

STEVE

I used to love wrestling and the WWF (I'd like to take this opportunity to stress the word USED there), but when I realised that they don't actually hit each other and all they do is stamp their feet, it all started to become a bit, well, crap. Even the games had no enjoyment any more as far as I was concerned. But that all changed when this CD came along. It's a top laugh and make no mistake about it. The moves are so 'bonkers', as Marcus would say, that they can only provide giggles and are especially satisfying in two player mode. The combos mean that there is a little to be mastered in the longer term. But the real let-down is in the difficulty level. On my first go I got to the Intercontinental final using only one continue, so to say I was a little disappointed would be an understatement. Overall, it is the best in two player mode, but leaves more than a little to be desired in the one player game.

COMMENT

MARCUS

Speaking as someone who was never taken in by this American atrocity, and as someone who never really saw the attraction of the 16-bit WWF games, I approached this in a less sympathetic way than Steve. And, sure enough, I was disappointed. Yes, it is very funny and yes, there is considerable comedy value in watching this motley assortment of chortlesome charlatans bounce all over the ring at your behest. Behind all this, however, lies the nagging doubt that this is far from the world's greatest beat 'em up. Once the laffs have worn off, how often will you come back to this? I for one won't be sticking around to find out.

GRAPHICS 91

+ The wrestlers are presented fairly well, and the ring and background looks good.

SOUND 85

+ The characters move well and all their moves are field.

PLAYABILITY 78

+ Each character has their own winning music. – But other than that, other music is nonexistent.

LASTABILITY 81

+ A few around bullies, and some cool guests and plays voices, never MANY of the effects needed.

OVERALL 81

+ As a two player game, you can't go wrong with this. – But when you're on your Jack Jones, this is sadly lacking.

OVERALL 77

+ Again, good with a mate. – But all the lone gameplayers will find this lasting.

As wrestling games go, you probably won't get much better than this in multi-player mode. This is nowhere near good enough in single player mode, however.

80

SEGA

OUT NOW (IMPORT)

IMPORT (£50)

WAR STRATEGY

CONTROL: JOYPAD

GAME DIFFICULTY: HARD

CONTINUES: SAVE GAME

SKILL LEVELS: 8

RESPONSIVENESS: SLOW

There have been previous attempts at war strategy games, namely Panzer Dragoon, but this is the first game of its kind on Saturn.

Once your mission is selected, you must defeat all of the enemy planes, ships, troops, subs etc.

JUST GET THE HANG OF IT!

What must life be like in the army eh? Getting up at the crack of dawn, pissing about, getting shouted at by your superiors and generally having a bad time. Well, I've had a go at it, and I can tell you it's not all it's cracked up to be. Especially when you're in charge of the whole army, and you've got to make sure that everyone else is having a good time. Which is why I've been playing Iron Storm, the new war game from Arcadia Software.

IRON STORM

CUT THAT OUT!

The best thing about this game is that there are numerous cut screens used to break up the endless staring at the hexagon-strewn playing area. These occur when your troops attempt to destroy the enemy craft. Then action then cuts to a Wing Arms-style shooting sequence as the planes, for example, do battle with each other. The numbers in either corner of the screen represent how many craft or energy points your guys have left, and how many the baddies have. Each of the craft has a couple of sequences with our personal favourite the submarine, being particularly noteworthy.

WITH MATCHING WING BARS

Any train-spotting types out there may find this game has an added little treasure trove to feast your eyes on. Available to you at any time in the game is the ability to view each of the good and bad targets on the playing map. By highlighting any vehicle that has had its go, and pressing C, you'll be treated to a 'fiddle' screen in which you can rotate the craft in any way, zoom in and out and have a baz at the stats surrounding it, like weapon storage and class etc. For the mere mortals amount us, this is just a waste of time and is annoying if you press the wrong button but everyone else will probably find this pretty smart.

ALL CONQUERING ARMY

The level of detail that the programmers have packed in is pretty immense. All of the possible things that a team of army type dudes could do, is in here somewhere (apart from peeling spuds). If you want to take over an enemy port or airport it can be done, or even drop a couple of depth charges on an unsuspecting submarine. It's probably here somewhere. All this adds up to a hell of a lot of playing time before you are anywhere near to perfecting all the required techniques.

COMMENT

This is a very complex and detailed game. Working Design (who were also responsible for Shining Wisdom) have clearly gone to a lot of effort to get every detail right – all World War Two campaigns have been researched here and my shaky history lesson memories tell that everything is spot on. I reckon a game of this size, complexity and detail deserves as much time as you can invest in it – there's clearly no room here for people who aren't into intensive strategy. My experience of strategy games is pretty limited but, although this is the only option to Saturn owners, I certainly rate this on gameplay and appearance. If you're prepared to put a lot into your games to get a lot out, I reckon you won't be disappointed.

COMMENT

Blimey, this is a little long-winded. If anybody has a spare 20 odd hours to burn then you could really get into this, but for anyone else who isn't a reclusive or serving a life sentence this may be a little too tedious to get into. It's not a game that you can pick up and play straight away, and as a result many will be put off, as you'll end up getting completely bored and fed up because you're not actually shooting anything. However, it is all presented in a very polished manner and gets around the restriction in size on tanks and such by showing very detailed miniature versions of the weapons. As mentioned elsewhere in the review, it also contains some excellent cut scenes, which help to break up the action. But at the end of the day, I found my mind switching off and wandering too quickly, and playing seem boringly monotonous. Definitely not one for the short-tempered.

91 ▲Some good cut screens and a lot of attention paid to small details mean this has the best possible presentation.

71 ▲Other than the fight sequences, animation isn't really required in a game like this.

77 ▼Nothing to write home about. There's a Platoon-style tune, but that doesn't cut the mustard.

71 ▲Explosions and bangs are above average.

77 ▲Spend the time, and you'll be rewarded... ▼But becomes too tedious too quickly, so you'll be reaching for the off button.

65 ▲It's rock hard! ▼But why would you want to play it? It's boring!

OVERALL

Probably about as good as you're likely to get with this sort of game. For budding Hitlers only, however.

79

How exactly does a game like Wipeout translate from Playstation to Saturn? How difficult is it, and how long does the conversion process take? We sent Marcus to find out.

PER

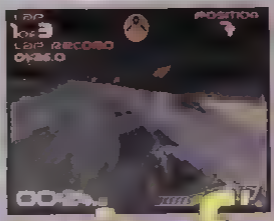
WO

Wipeout Challenge

Converting games from one platform to another often requires some specific tailoring to the new format.

"When we started five or six years ago we used to go and hunt out people like Acclaim and Mindscape for conversion work," explains Colin. "We did Game Boy/Game Gear conversions – Crash Test Dummies, WWF, things like that. All our work on Game Boy, Game Gear and Megadrive over this time went into funding the original development of Discworld. Now conversion work isn't simply a sideline. It funds our original work, like Discworld, which had 15 people working on it before it was even signed up with a publisher. When we sold that to Psygnosis it was clear that we had some free resources so they said 'Do you want to do some conversion work?' Getting into things like Wipeout and 3D Lemmings was as simple as that."

"We've developed complete systems for general purpose stuff like throwing big blocks of 3D up on the screen. All these utilities, these great blocks of code, drive PC, Playstation and Saturn games. We've used them on Wipeout, 3D Lemmings, Destruction Derby and we'll be using them on Discworld II. When, for example, we converted 3D Lemmings from Playstation to Saturn, we used practically all the original code – most of it was written in C, and that's completely portable. The music's the same. The main difference is the FMV stuff – we've had to reprocess all of that. We had to take the source data and put it through our utilities to bring it up to scratch. Things like FMV aren't really a great deal of work. It was much the same on Wipeout and DD – apart from taking into account memory constraints, it's pretty much the same code."



Wipeout

And what about the myth that the Saturn isn't capable of transparency effects?

"You can have transparency effects on the Saturn. We could have had transparency sprites on Saturn Wipeout. However, one transparent sprite takes nine times longer to process than a normal sprite so the game would have been very much slower. It was purely a time thing. With a bit more expertise we're going to see more transparency and things like that. One of our programmers has just produced a demo with lots of light-sourcing on hundreds of polygons in every frame, so we know it's possible. The Saturn is a more difficult machine to work on – it demands more hard coding and extra work on 3D games."

FECT

R L D

"With Destruction Derby the difficult area is textures, which we have to work around if we're trying to achieve similar effects – I think for the most part you'd be hard pressed to see any difference between the textures in the Playstation and Saturn versions at the moment. The intelligence, ie the car movement, is what we're working on now. We're hoping that the game will actually run faster, even if the cars are no more intelligent."

The conversion of Psygnosis's Wipeout and Destruction Derby are surrounded by especially keen interest. These are work in progress pics from Perfect's Saturn version of Destruction Derby

"We're very happy with our Saturn [illegible] 3D Lemmings – we think it's [illegible] it can get. One of the few [illegible] the new version is illustrated [illegible] when the word '3D' spins [illegible] decided to use a mesh effect [illegible] transparency. It's just touches like [illegible] very aware of how important things [illegible] to reviewers. We still intend to add Gouraud shading to some of the blocks to prevent them looking too bland. Actually, there's a great cheat mode in this where you can get a shotgun. As the lemmings come on you can just blast them away. It's brilliant. Oh, I don't know if I was allowed to tell you that."

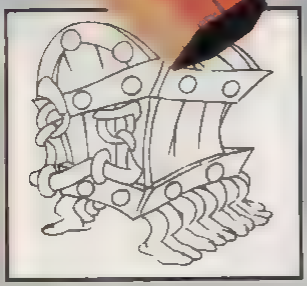
Lemmings 3D

Wipeout – the flagship Playstation game Perfect converted for Saturn, and Death from Discworld II, a title Perfect developed themselves

"The biggest question for us is 'What comes next?'" says Perfect's general manager, "At the moment we're placing a lot of emphasis on developing technologies to facilitate software conversions across all major formats while watching the hardware market very closely for emerging platforms. We've recently bought a license to produce two games based on the Naked Gun movies. The first game will be out in late '97 on PC, Mac, PSX and Saturn. I think that by the time the second game comes out, in 1998 or 1999, we'll have reviewed which platforms it will be appearing on. We're also working on a number of new games involving licenses created in-house. We're trying to tie up the deals at the moment and are looking forward to branching out into other areas such as merchandising. We really do see ourselves as a true multimedia studio and try to do as much as we can in-house. I think it's quite unusual for a developer to be in that position, to not wait for a publisher to come up with a concept for them."

The Perfect Identity parade. Many birds alert: Creative Director Gregg Barnett wrote The Hobbit and The Way of the Exploding Fist. We'll just remember them

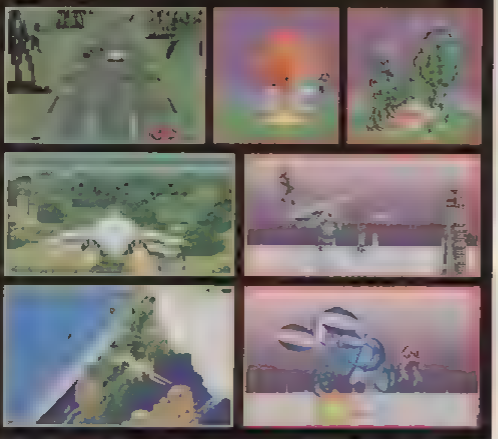
The making of Discworld and its sequel from [illegible] Although the famous characters were designed by Perfect's artists, the game's thousands of animation cels were produced by Manic Workers in the Philippines



It's pretty ironic in the year that the most advanced video game hardware ever has been released, a wave of Retro Game Mania is sweeping throughout the console-owning constituency. 'Oldies but goodies' are turning up on money spinning compilations everywhere, and Sega is finally getting in on the act.

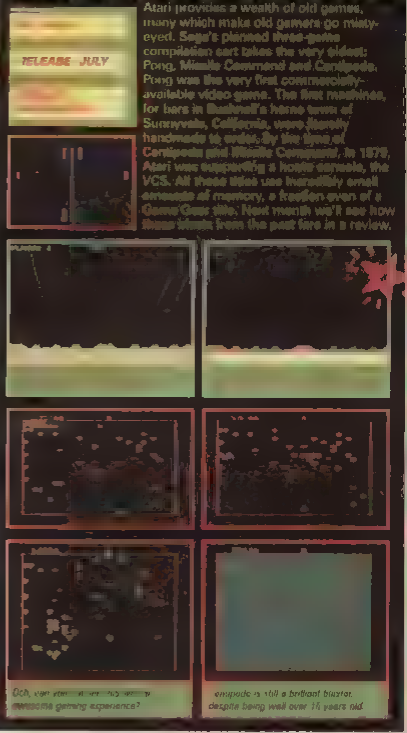
SEGA AGES

Sega Ages is a set of three planned releases from Sega, celebrating the work of their AM2 and 3 divisions. Back in the mid-Eighties, these programming divisions didn't have the same celebrity status as now, but their games used an exciting sprite-scaling technology to create high-speed shoot 'em ups. The most famous of these are surely Space Harrier, Afterburner and the ground-breaking Outrun. Both feature on separate Sega Ages discs, along with some lesser-known titles.



ATARI CLASSICS

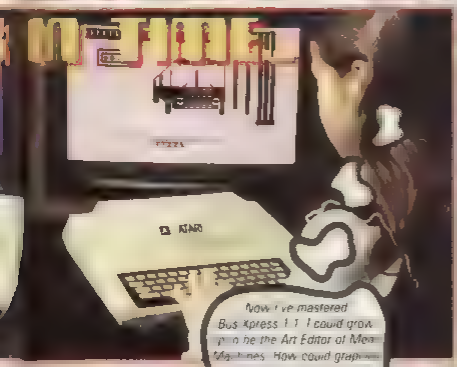
Atari provides a wealth of old games, many which make old gamers go misty-eyed. Sega's planned three-game compilation cart takes the very oldest: Pong, Missile Command and Centipede. Pong was the very first commercially-available video game. The first machines, for bars in Bushnell's home town of Sunnyvale, California, were literally handmade to order. By the time of Centipede and Missile Command, in 1979, Atari was supporting a home console, the VCS. All these titles use incredibly small amounts of memory, a fraction even of a Game Gear title. Next month we'll see how these titles from the past fare in a review.



Ooh, can we have a new, improved awesome gaming experience?

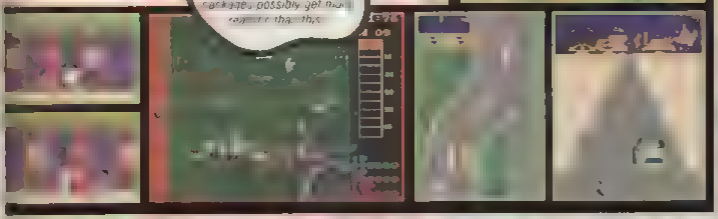
Centipede is still a brilliant blaster, despite being well over 15 years old.

RO!


Now I've mastered Bus Xpress 1.1 I could grab a job as the Art Editor of Mean Machines. How could graphics packages possibly get more complex than this.

IREM CLASSICS

Irem, a veteran of the Eighties, arrives with three of its earliest coin-ops: Zippy Race, 10 Yard Fight and Kung Fu Master. Of these, Kung Fu Master is the most celebrated and by far the best: the first true scrolling beat 'em up. The other two are less esteemed company, consisting of a simplistic rendition of American Football and a vertically scrolling driving game where the object is to cross America basically without skidding onto the grass verge. What everybody wants to see is some of Irem's later classics: R-Type and Ikari Warriors would be rather more inspiring.

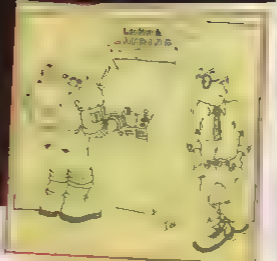


GRADIUS DELUXE PACK

Konami have more coin-ops to be proud of than most other companies, as they were at the forefront of Eighties arcade gaming. From Yie Ar Kung Fu to Green Beret, a slew of home computer conversions, many of them from Ocean, accompanied each new release. This controversial pack takes two of their best side-scrolling shooters: Gradius 1 & 2 (known as Nemesis and Salamander in the UK) and presents them in perfect emulation. They are still great games but of dubious value in a two-game pack. Less retro than a warm up for the anticipated Gradius sequel Konami plan for the arcade.

WILLIAMS ARCADE CLASSICS

At present only on Playstation, but we don't see any major conversion problems. Williams have gone back to their golden period as the world's best game developer. Their seminal Defender, included here, is one of the all-time greats. It's as vicious to play as it ever was, as is the evil Sinistar. Joust, Robotron and the others here are more a matter of taste, but this is the most complete of the packages on offer.



GAMES WITHIN GAMES

Some retro games have already been stuck within other games as bonus features. Clear out your back catalogue and see if you have any of these. There may be some more:

MEGALOMANIA
There's a parody of Sinistar in this stratégie game. Also early Williams [illegible] pastiche.
RETRO RATING:8

[illegible]
A coin-op go[illegible] surprise game of [illegible] complete with [illegible] display. There's [illegible] access it.
RETRO RATING:7

[illegible] SQUADRON
This little game is an [illegible] rendition of one of those [illegible] 5000' battery [illegible] ups accessed by a spell of [illegible]. Complete with [illegible] scheme.
RETRO RATING:8

RAYMAN
Rayman-esque homage to Breakout, [illegible] bunting coin-op. Reserve [illegible] a special shout.
RETRO RATING:8

DEFCON 5
Asteroids [illegible] believes this to [illegible] entertainment. Find it [illegible] on the base's computer [illegible]
RETRO RATING:4

PETE SAMPRAS TENNIS
Codemasters are [illegible] hiding old games [illegible] Pong is a favourite, [illegible] on the Game Gear version.
RETRO RATING:8

WIZ AND LIZ
This Psygnosis title [illegible] Wipeout) guarantees [illegible] retro games [illegible] potion to enjoy this [illegible]
RETRO RATING:10

MK3
Tales of all sorts of [illegible] malarkey, [illegible] programmers [illegible] out the same old [illegible] shenanigans each time. Less fun for Galaga.
RETRO RATING:9

GIVEAWAY!

Nothing in the world has pr… for this – this month, GT Interactive are unleashing Ultimate Mortal Kombat 3 on Saturn. The latest instalment of the… most savage beat 'em up is the best yet, and is ra… in this month's Out Now section. Battle across four new Outworld locations – Cavern, Waterfront, Desert and Hell – in … tournament or compete … player knockout style … are over 20 characters … these different … legendary … to … in the stron… mes. As if that wasn't … Ultimate Mk3 boasts a … proved combo engine and … new moves. And as if that … enough, we've got 10 copies … the game to give away...

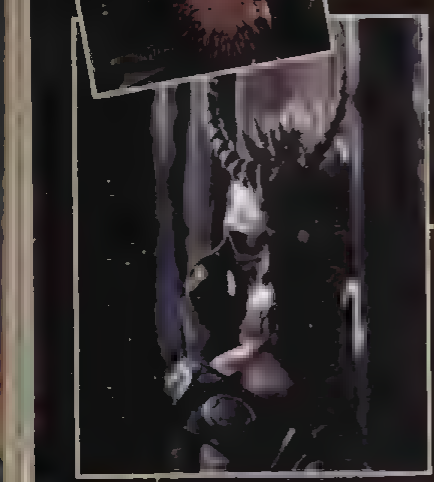
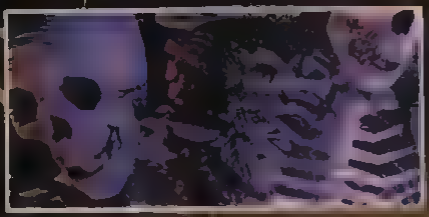


PHOTO © CRAPPY SNAPS

These generous chaps at GT Interactive have given us 10 copies of Ultimate Mortal Kombat 3 and 10 Ultimate Mortal Kombat 3 record bags (as demonstrated by our very own supermodel Claire) for our latest competition. To be in with a chance of winning a game and bag, tell us the answer to this question...

Name any of the characters that have appeared in all 4 Mortal Kombat games.



Put your answer on the back of a postcard or sealed envelope and post it to:

Kombat Kompo,
Mean Machines Sega,
EMAP Images Ltd,
Priory Court,
30-32 Farringdon Lane,
London
EC1R 3AU

The senders of the ten correct answers picked out of the hat on Tuesday 16 July will each win a game and bag. The usual competition entries apply – especially the one about multiple entries. Good luck!

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SPECIAL RESERVE P.89
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SEGA SATURN OUT NOW

June presents the discerning gamer with some very difficult choices indeed – to attend that summer barbeque or stay in and play Panzer Dragoon Zwei? To take the girl of your dreams to the drive-in double bill of Toxic Avenger movies or practice your Ultimate MK3 moves? To go surfing in the summer sun or play Baku Baku? We're taking our Saturns to the beach.

BAKU BAKU
SEGA (AM3)
£44.99
1-2 PLAYERS
PUZZLE

We persuaded Sarah to go topless with the game's aliens so we could have [illegible]

Baku Baku, we've luckily been spared Sega Ultra-addictive puzzler that sees you line up tumbling blocks, uniting animals with the food they [illegible] sending your opponent's screen [illegible] blocks onto your [illegible]. Bandas eat bamboo, monkeys [illegible], dogs eat bones etc. We seriously underestimated the staying power of this game first time round – it still ranks as one of the all-time great faves, even though its ultimate [illegible] in an [illegible] to your [illegible] threshold as the queasy of your opponent. And you'll [illegible] from Mr Nice-looking [illegible] Toukon road, and it is [illegible] in two-player mode. Cracking little puzzle game with techniques [illegible] should also keep you coming back for more. This is [illegible] simultaneously released on PC.

ULTIMATE MORTAL KOMBAT 3
GT INTERACTIVE
£44.99
1-8 PLAYERS
BEAT 'EM UP

A bit of disappearing, the odd [illegible] and plenty of blood is definitely the name of the game. Has it made a good game? Well, for loads of [illegible] games has certainly undergone the [illegible] Mortal Kombat has still got many cornered with "Advent" beat 'em up. This version, however, delivers a lot more than [illegible]. The increased arsenal for each [illegible] and [illegible] more fighters means a lot more [illegible] experiment, but it's the [illegible] playability and the combos that make [illegible] much harder. There are [illegible] than just [illegible] "fatalities" and "babalities" [illegible] means that actually require a bit of thought. And it's hard as well, which has corrected the fault that [illegible] a little too often in the earlier games. The more and more [illegible] this gets the better it gets, which is more than can be said for certain other [illegible] games in the [illegible].

OUT NOW

OVERALL 93

Highly polished and frighteningly addictive, if perhaps a bit too sugary for some.

OVERALL 93

Easily the best Kombat so far. It's going to take something pretty special to beat this.

PANZER DRAGOON ZWEI
SEGA
£44.99
1 PLAYER
SHOOT 'EM UP

Sega's panoramic shoot 'em up extraordinaire hardly needs introduction. The lone man military campaign played in the perfect for a worthy sequel in this breathtaking follow-up.

Yes, this is about as cinematic as games get – the illusion of free movement across a huge and epic 3-D vista quest for vengeance being far more effectively realised here than in the original game. Seamlessly as your laser-firing dragon, you wipes your screen with a selection of the most spectacular and down-right freaky looking of the most spectacular, and even bosses ever seen. Darkness will continue to point to the fundamentally linear feel which underlies the elaborate graphics, but anyone letting a little thing like that put them off will be depriving themselves of one of the best-looking, best-sounding and most genuinely thrilling Saturn games ever made. Well worth owning only for the one purpose you'll be able to indulge in with your Playstation-owning friends.

OUT NOW

OVERALL 92

Stands alongside Sega's 'Big Three' as one of the finest Saturn titles currently available. Awe-inspiring.

VIRTUAL OPEN TENNIS
ACCLAIM
£44.99
1-4 PLAYERS
TENNIS

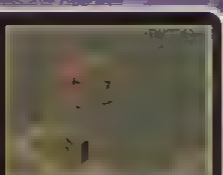
Uncle Acclaim have picked up the only Saturn tennis title (so far) for release over here. This was the second game in Acclaim's 'Virtual Sports range, the first being the appalling Virtual Volleyball. This is a significant improvement in every type of court, doubles or singles match, indoor or outdoor games, exhibition and championship modes, and a fine training option that allows you to practice your serve, smash and accuracy away from the gaze of the unforgiving public. There's a lot of the 'technique' taken care of by routine dives and leaps that you simply indulge with a frantic press. There is a real 'internet' feel that makes the highly playable, the slightly ropey graphics let things down a bit – it treats the 'wobbly' with the grass options presenting an especially poor ropey look that can quite difficult on the eye. If there's also a problem following perspectives if you're playing at the far end of the court, but if you can't wait for Sensible's Extreme then this won't let you down.

OUT NOW

OVERALL 78

Looking a bit rough around the edges doesn't prevent this being very playable.

THE HORDE
BMG
£39.99
1 PLAYER
ADVENTURE



OUT NOW

At first a game that leans more towards farming than fighting may seem very boring. Planting seeds, waiting for them to grow and then cutting them, has even a tranquility. This is an addictive adventure game that hooks you in.

But whatever is said, The Horde is essentially one of the most original and the strongest seed for a while.

OVERALL 88

Nothing like it on the Saturn means that it should appeal to most people. Top stuff.

MEAN YOB

So here we are, another month, another letters page. And another batch of saddoes trying to be funny by insulting my hair or surfboard. This would all be far more amusing if you could come up with something original for once, instead of the usual dribbling jokes. But I guess trying to be creative is far beyond the reach of you pusillanimous plebians (look it up, idiots) who can only manage words like turd and cack. If you feel capable of any variety beyond the drivel you're about to read, write it down and send it to **THE HOI POLLOI, MEAN MACHINES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.**

X-MEN COMBO PLEB

Dear Yob,
This is the first time I have written to a computer magazine. After reading the April 1996 issue I read that you had already printed the characters combos for X-Men Children of the Atom, in part 1 of the players guide. So if you could, please would you send me the combos of part 1 of the X-Men Children of the Atom guide, or tell me where I could get part 1 of the guide. But if you could please send me the combos cheats for X-Men Children of the Atom.
PS. Please would you fold the

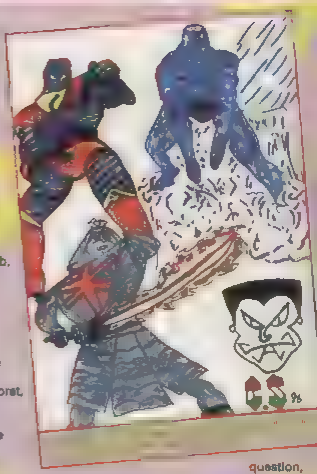
combos for the X-Men Children of the Atom guide, part 1 in this small envelope. Thank you.
Charles Smith, Sheffield.
YOB Well I put the combos in an envelope but it ended up collecting so much dust that I threw it in the bin. I should have done the same to this letter actually, because I've no idea what on earth you're going on about. Just pick up the phone, dial the back issues number in the front of the mag and ask for a back issue. Clever stuff eh? Having a back issues department and all that.

ODE-EAR ME

Dear Yob,
I feel that most people treat you very unkindly so I have written you a little poem.
Oh he pless, useless Yob,
Though you may be a worthless knob,
It must be to your frustration,
That your arse is a Playstation.
It's not your fault you're short and fat,
And you talk just like a prat,
People insult you with words of wisdom,
And compare you to the Master System.
You see, those people haven't a clue,
Duck Hunt on the Nintendo is more like you.
Oh helpless useless Yob,
With all that spit dribbling form your gob,
With your surf board you make your stance,
In your girly pink crap-fitted pants
When you were born, you were ugly like no other,
The nurse turned round and slapped your mother
People say you own a Spectrum,
Inserted deep inside your rectum,
But I for one take pity,
On your life that seems so s**tty,
So forgive this fat ugly blob,
This fart that we call Yob.
I hope you like my little ode.
Wayne Smith, Colchester
YOB Oh helpless useless Wayne,
Your poems are so mundane.
It must be to your great shame,
And I'm sure you do complain,
That your life consists of writing rhymes,
Which are such a pissing waste of time.
So do us all a great big favour,
And go and ask Mr Motivator,
If you can get inside his lycra jock,
And have a taste of his great big turds.

WHAT KIND OF PLACE IS CHEAM?

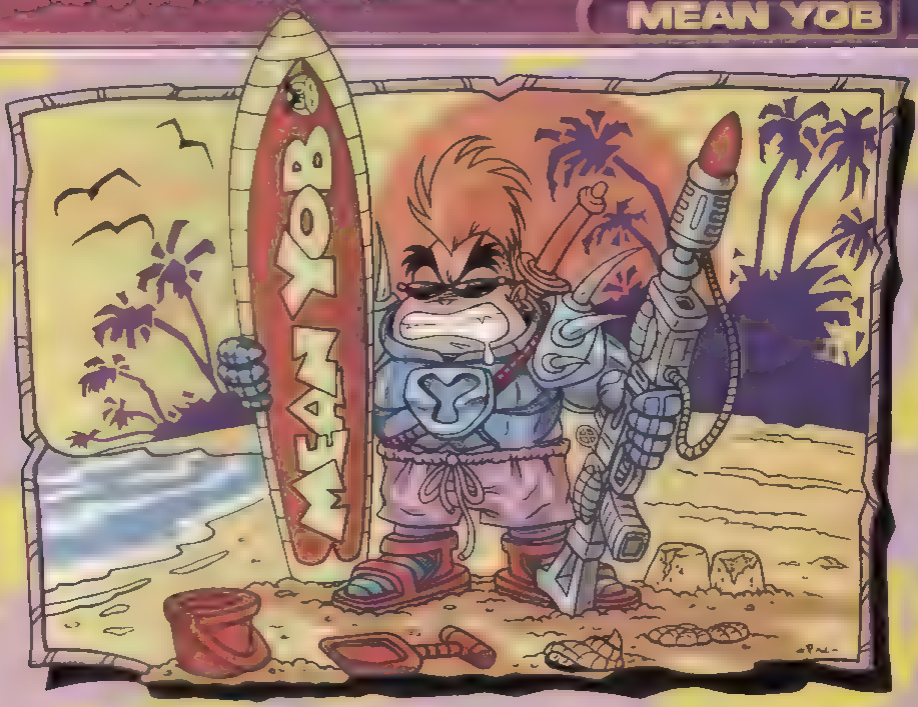
Dear Yob
Are you married? Oh ask a stupid question,



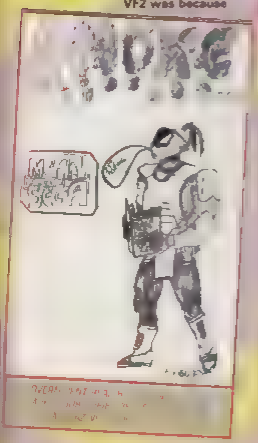
who would marry you, a fat slob from a hippo's armpit. Why don't you change your address to Pitstains Mailbag.. because you have excessive perspiration. By the way, in issue 43 in May, why were you on a desert island? Did your mum dump you there because you were a neglected child and you have been there ever since? Yes!
Daniel Keegan, Cheam, Surrey.
YOB It's all become clear now. Do you all know the Sugar Puffs advert with Kevin Keegan? Well all this time I was fooled into the thinking that Honey Monster was just a puppet, but it is in fact Daniel Keegan, Kevin's long lost brother. The reason he was lost is because he looks like a cross between a four month old turd (hence all the fur), and a bizarre cock up from the Chernobyl disaster. Well that's what your mum said when I bumped into her at the Battersea Dogs' Home.

LOW FLYING BLUE ICE!

Dear Yob,
I never thought I'd hear of it, but I finally come across a Virtua Fighter 2 hater. So I confronted the frozen cow turd-eater and demanded to know why he hated it. "It's too realistic and I don't like it" he said. So I figured the sap didn't like it because he was crap at it. A couple of days later I saw him at the arcade, so I challenged him to a game of VF2. Amazingly, he accepted and it came as no surprise that I kicked his arse. So my theory of "I don't like it, it's too hard," was correct and is now a law. That's all for now, I've got to go and despise the little pleb.
Manicel Michael, Australia.
YOB Gee, thanks for telling us all



that Mike. I'm surprised you can understand a game like VF2 what with all those complicated button presses and movements. I bet the real reason your mate didn't like VF2 was because there are no kangaroos in it, so there was nothing for him to get excited about, or waggle his joystick over.



MORE TURD MUM INSULTS

Dear Yob the knob

Oh dear. What a sad dirty arse-licking babies sick [eh?] Your hairstyle must have been modelled on your mother's armpit hair! By the way, I'd change your pink knickers or your turd will leak out down your puny legs. I bet your mum had to be careful walking around the house, she might have stepped on you, you little watery turd! Your replies are very original dog breath, dick wad? God, are your brain cells as soggy as your knickers? Why don't you slop over to the bog, and flush yourself you furry fat crap. Phwoar! I can smell you from my house.

I.C Yobthetard, Attleborough, Norfolk

YOB If you're such a big, hard bloke, then why didn't you put your name with the letter? Maybe it's because you are called Arkwright Poncenby-Smythe, you wear a monocle, and if your mother found out about the kind of language you use, she'd stop you from having your stuck up 'chums' round for a cup of Earl Grey. How are your elocution lessons coming along?

YOB IN SENSIBLE LETTER SHOCK

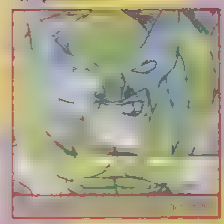
Dear Yob

I have been reading your mag since issue 4, but every time I turn to your page I expect to see letters from people who have genuine queries that need answering. But what do I find? Trash almost ever since I've been reading. All it is, is some idiot who really thinks they are funny, but are in fact full of crap. Don't they ever get bored with it? Don't you get bored with it? What are they thinking when writing this drivel? They could be doing other things with their time, like tying nooses to hang their sad selves with! I'm *sure* I'm not the only person to think this, as there has been a letter on this before, but alas nothing has happened. You even said that you were going to rid these pages of this crap. Ooh, guess what? Nothing has been done. Still I wait in anticipation of the day. I'm going to stop my moaning and finish on an up note.

So keep up the good work, and the magazine in tip top condition.

Daryl Pettyfer, Hemel Hempsted

YOB Well, I'm sorry if you get offended by words like turd, crap, poo, plob and arse but obviously most of the readers like it, as I am getting stacks of letters [all trying to be funny and insulting but failing]. So all I have to say to you, is that you are a plob, moron, div, arse, prat, mouse, dick, idiot plop face, who eats runny turds for a hobby. Satisfied?



Keep 'em coming people. Especially the cheap digs at mums and the turd remarks. Absolutely hilarious.

Q&A

The guv'nor has swanned off to Los Angeles for the E3 show, leaving us, his evil minions, to cobble together an intro and pretend he actually wrote it. Time to press Virtual Angus into service once more! 'Here we are with another collection of your quaint little missives. As feeble as your naive queries are, they do help lighten my day as I prepare to jet off to fabulous foreign climes.' Thanks Angus. If you've got any questions for the lad himself, address them to VIRTUAL Q&A, MEAN MACHINES SEGA, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU and we'll ensure they receive his immediate attention on his return. Probably.

GUNS OF THE NAVARONE

Dear Gus,

The other day I was playing on Mortal Kombat 2 on the Megadrive. I had beaten Shao Kahn and then I went on to all of that crap about being "The supreme Mortal

Kombat Warrior." Through "history" when suddenly, instead of the credits, I found I had to beat Shao Kahn again (round 3).

I beat him with one of Liu Kang's attacks, and he shouted 'Ah!'. He put his hands on his hips and started to smoke. Instead of exploding he just stood there at the same position, smoking. I was throwing all I could at him - fireballs, bicycle kicks, hurricane kicks, but nothing happened.

All I could do was wait until the time ran out. After that round was over, I had to play him again in round 4!! I beat him in the round and then, guess what? Ro... KILLED BY After the 5... victory... just said 'Game Over'. I was just wondering why?

...Mortal Ko...

Gus: No. Can we get onto some

S'F'P

Dear Gus...,

1. In your review of Golden Axe the Duel, you mention the Saturn/Titan Link up. What is this?
2. When are Virtua Cop 2, Deadly Skies, Doom and Alien Trilogy coming out for
3. On a repeat of the Gamesmaster series, they played Virtual Strike by AM2. Is this coming out on the Saturn, and if so when?
4. In my Saturn manual it mentions a hard drive that will be available soon. Will I be able to store games on it? When is it coming out? How much will it cost?
5. Could you please rate the best flight sims, shoot 'em ups like Ca... Saturn, and others that will be available with... Next a month that look

GUS: 1. What we mean is that the Titan or ST-V system that Sega use in the arcade (Virtua Fighter Kids and Decathlete are the latest games) is technologically similar to the Saturn. So converting games from ST-V to Saturn is easy.
2. Virtual Cop; Christmas; Indy 500 - the news; Virtua Cop 2; Christmas; Deadly Skies; delayed until September; Doom; September; Alien Trilogy; September/October.
3. Sega are not directly converting Virtua Striker.
4. There is no hard drive planned. You must have misinterpreted the manual.
5. Magic Carpet is an excellent combination of flying/shoot 'em... Loaded's coming soon. Alien Trilogy and Cop 2 are going to be massive. EA's Soviet Strike ... worth waiting for.

SUPERFLY TNT

Dear Gus

...know it's you a few days ago ...about the world Mortal Kombat ... incident. Well, it's happened again. I was playing on my Megadrive in ...hornagy, TT and the test mode ... supplied in your bumper book. ... I got it and went straight to Shao Kahn. I fought him and won. Oh ... been it went on saying that crap ... when that was over I had to fight him again! All the same stuff happened, you know, the handsome side, smoking, shaking and ... could do was wait.

I thought maybe you might know what Mean Yob round while I was out to not wire my system. Do you?

P.S. If you did send him round... give him some beer, birds and sort ...out now! Arnold

...Sonic, Aquatic Rovers, Virtua...

Gus: No. Can we get onto some

BALLISTIC

Dear Gus,

Is Knuckles a cheat!!! And is Sonic and Knuckles in the charts? ... coming out Saturn?

GUS: Knuckles is, by all accounts, a cheat of the species ... in the chart because ... Knuckleheads.

API

Dear Gus,

Answer my questions or your purve...

While third head will make great target practice on the local's dart board. Now answer these please!

1. Will any Namco game like Tekken or Ridge Racer ever get a Saturn release?
2. If not, do you know who I can write to to complain?
3. What's the best out of X-Men, Vampire Hunter and SF Alpha?
4. What's worse?
5. In the Sega Saturn leaflet, there's a Doom-style game by 'MMG' being advertised. It looks exactly like the new game Exhumed, but it's called Ruins. Why is this?
6. Are the Saturn's two 32-bit RISC processors what make it quicker than the Playstation?
7. Is the Saturn version ... (Slightly better than the Playstation version).

...mes?
David ...
Mac...
...t year there was all ... talk of Namco ... conversions. Even Namco ... working on a Cybersled conversion. However, their enviable position in the Playstation market helped in the small way by Sony) has ... persuaded them to have off on Saturn.
2. Phone Namco UK: 0181 ... 0670
3. SF Alpha.
4. X-Men: the PAL conversion is ... generally considered to be poor.
5. Exhumed is Ruins. Name ... strange. It happens.
6. The SH2s run around the same ... speed as the PSX's main CPU.
7. ... Core or Sega's own ... development.

LAZINT

T... the Settlers' four of the ... greatest games of all time, ... it on the Saturn? If not, ... PERH...
2. If not, megadrive ... Cool ... Worms 2 ... HELL can I ... buttonny, so that I can ... from the Garden at the bottom of ... Town of ...?
Geo...

GUS: 1. It was produced by a UK developer too small to finance its own conversion.
2. It starts as a caterpillar found in the witch's forest.

NARKED

Dear Gus,

I think the mag is stunning and keep up the good work. Now on with the questions.

1. Is Reloaded going to be released on the Saturn or just Playstation only?

2. Is there going to be an Earthworm Jim game on the mighty Saturn?

3. Can you settle this once for all? Is Descent or Tekken going to be released on the Saturn?

4. Why has there been no more news on Blazing Dragons when it was supposed to be released in December?

5. Rumours say there will be PC hit Full Throttle being released on the all-powerful Saturn!

6. Is there going to be a sequel to Mystaria on the Saturn?

7. Have you have any news on the RPG featured in issue six, p.13 as it looked brilliant?

8. Is there any more news on the possibility of Sega packaging double games as was mentioned in issue six, (e.g. Shining Wisdom and Skyearth)?

9. What chance is there of Resident Evil being released on the Saturn?

James Slater, Grays.

GUS:1. It will be Saturn too, and probably much at the same time.

2. Yes, sometime this summer, but it looks like a port-over of the Megadrive game.

3. Descent has been delayed until October. No plans for Tekken.

4. The game is about finished, but release is held. The reasons are commercial.

5. Nope.

6. Yes, probably by Dessember.

7. Apparently this was an early demo and Game Arts have nothing more to show.

8. Sadly, that hope died it was only gossip was denied, for the moment.

9. I'd say 3-2 on.

DIGITAL CENT

Dear Gus,

Please could you answer my questions about the Video CD card:

1. How long will it take for the Video CD cards to drop down in price?

2. What films will be coming out for it?

3. Will there be any games that will need the Video Card?

4. My dad has a CDI with a Digital Video cartridge and loads of Video CDs and I was wondering if they will work with the MPEG on the Saturn?

Dave Chalok, Ditcop.

GUS:1. The hardware is expensive so no price cut at the moment.

2. Top titles like Shallow Grave, Star Trek Generations and Shallow...

SPITTING BLOOD

...Machines is an excellent read...

...

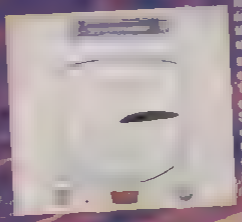
2. Will the Saturn 2 come around £250?

2. What did you...

Another world on the Megadrive?

3. Is there a Premier Manager 2 in the pipeline for the Megadrive?

4. One of my friends, who's got a ... and Super Nintendo, said that the Megadrive is dying. But I said the Megadrive has the ... Sega ... my friend right?



ON THE RAMPAGE

Dear Gus,

I read your mag every month and I think it is great. I have a couple questions for you to try and don't answer them I will give you a £1,000,000 ...

1. Why is Virtua ... Game Gear, and not on the ...

2. Which game should I get, Toy Story or WWF the Arcade Game?

3. Is there any more news on Sonic TV?

4. When is the last Megadrive game to be released?

5. Will Streetfighter Alpha be on any other format, if so which formats?

Andrew Stephens, East Anglia.

GUS:1. Virtua Fighter Animation is ...

THROUGH A WOBBLY

Dear Gus,

3. When ... Cricket ... on?

Steve really put me through the mill this month (he picks the letters). Next month I expect an even more surreal Q&A experience...

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WANTED : MORTAL KOMBAT One for megadrive
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